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EXPERT GAMER

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UFC • Chrono Cross • Ogre Battle 64

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NCAA Football 2001 and Much More!

New Moves Detailed for Tony Hawk 2!

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Inside XG

MEET THE STAFF

Dan Leahy
Editor in Chief
dan_leahy@ziffdavis.com

Move Over Baran, I'll Show Ya How To Fight

As editor, sometimes I feel I have the right to tell the rest of the *XG* staff that they're talking heads. It's definitely in my job description somewhere (right under "Gets to select all deadline food" and "Only responds to when addressed as 'Oh captain, my captain'"). Here's an example. Them: "We should cover this cool fighting game based on the UFC." Me: "Sounds good. It'll fit right in with our feature on Mr. T movies. Now beat it." Turns out these guys are actually right sometimes.

Ultimate Fighting Championship is a good game and a pleasant prelude to what should be a holiday season packed with AAA titles. Toss in the upcoming launch of PlayStation 2 and the recent debut of SegaNet and there's only one problem on the horizon for all you happy gamers: finding enough hours in a day.

○ **Mutant Abilities:** *Office teleportation, kleptomania, mad ballin' skillz (ha!)*

Andy Baran
Sr. Associate Editor
andy_baran@ziffdavis.com

To see Andy's bio, rub your secret decoder pencil (sold separately) over the spot below.

This month, Andy wonders how many readers will destroy their magazines trying to unscrambling this text. How many will get fooled?

○ **Mutant Abilities:** *Invisibility, teleportation, immortality*

Phil Theobald
Associate Editor
phil_theobald@ziffdavis.com

Phil is gearing up to travel cross-country to compete in the upcoming Video Armageddon tournament. He has been practicing for weeks for the competition's final challenge, Super Mario Bros. 3. His only fear is that he will be forced to confront his Power Glove-wearing rival, who has sworn to defeat him.

○ **Mutant Abilities:** *Can say "SNIKT!" really loud, uncanny DDR Skills*

Kenneth Miller
Associate Editor
kenneth_miller@ziffdavis.com

After catching a private screening of Mr. T's *Be Somebody or Be Somebody's Fool*, Slim has been working on his recouping skills. Why, just the other day, Slim accidentally tripped, but before he could make a fool of himself, he busted into the phattest breakdance routine this side of Beat Street. Go, Slim!

○ **Mutant Abilities:** *Absoludicrous resistance to hot food, rapid speech*

THE ART GUYS

Terry Minnich
tricks@ziffdavis.com

Sr. Art Director

Terry Minnich
tricks@ziffdavis.com

Layout & Design

THE TRICK GUY

Terry Minnich
tricks@ziffdavis.com

Tricks Editor

THE WORD GUY

Terry Minnich
tricks@ziffdavis.com

Deputy Editor

● **Team Terry:** Bwah-ha-ha! I am Trickman Terry and I've taken over the Team. There is indeed an "I" in team, and it is me! I am the Trickman! The greatest scourge to ever befall video game journalism!

EXPERT GAMER™

OCTOBER 2000

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EDITORIAL

Editor in Chief	Dan Leahy
Deputy Editor	Justyn Harkin
Senior Associate Editor	Andy Baran
Associate Editors	Kenneth Miller • Phil Theobald
Tricks Editor	Terry Minnich
Contributing Editor	Henry LaPierre

DESIGN

Senior Art Director	Carey Wise
Associate Art Director	Dave Malec
Point Guard/Design Intern	Ray LeWan
Alaskan Nomad/Freelancer	Tim Blum

TOKYO BUREAU • Mixx Entertainment, Inc.

CEO and Bureau Chief	Stuart Levy
Producer	Matthew Galgani
Editorial Manager	Kiyomi Fukuyama
Japanese Correspondent	Yutaka Ohbuchi

PRODUCTION

Production Director	Carlos Lugo
Prepress Manager	Dave McCracken
Assistant Prepress Manager	Mike Vallas

TECHNOLOGY

Project Leader	Mark LeFebvre

ZD GAME GROUP

Publisher	Dale Strang
Editorial Director	J.E. Funk
Creative Director	Michael Stassus
Business Director	Cathy Bendoff
Circulation Director	Joan McInerney
Circulation Director	Shirley Viel
Sr. Newsstand Sales Manager	Don Galen
Subscription Service Number	303-665-8930
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ADVERTISING SALES

Advertising Inquiries Contact:	ZD Game Group 50 Beale Street, 12th floor San Francisco, CA 94105 (415) 547-8783 Fax: (415) 547-8777
Group Publisher	Lee Uniacke (415) 357-4910
Group Associate Publisher	Suzie Reider (415) 357-4915
District Sales Manager, Midwest and East Coast Account Executive	Marc Callison (630) 382-9034 Tallie Fishburne (415) 357-5226
District Sales Manager Northwest Senior Account Executive	Dru Montgomery (415) 357-4925 Joann Casey (415) 357-4920
District Sales Manager South Central Account Executive, Northwest District Sales Manager, Southwest Account Executive, Southwest, Midwest, and East Coast Senior Marketing Manager and Creative Director Marketing Coordinator	Marci Yamaguchi (415) 357 4944 Mary Gray (415) 547-8782 Karen Landon (760) 942-6277 Linda Philapil (415) 547-8781 Rey Ledda (415) 547-8775 Annie Lipscome (415) 547-8248
Advertising Coordinator	Tipler Ubbelohde (415) 357-4930
Sales Coordinator	Emily Olman (415) 547-8783
Advertising Production Coordinator	Wen Laws (415) 547-8114

Audit Bureau of Circulations

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Featuring music by Rob Zombie, Jurassic 5 and Mix Master Mike.

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Well, it took long enough, but the sequel to the classic is finally upon us. *XG* gives you the edge with battle tips and maps for every scene and every hidden treasure.

86 U.F.C.
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Consider us your Serge-protector. We'll help you locate all the characters and hard-to-find items.

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110 Tony Hawk 2
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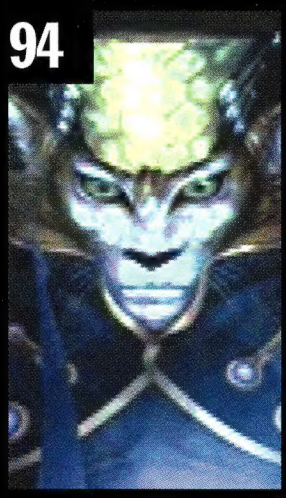
THOUSANDS OF SECRETS, TRICKS AND CODES FOR ALL PLATFORMS

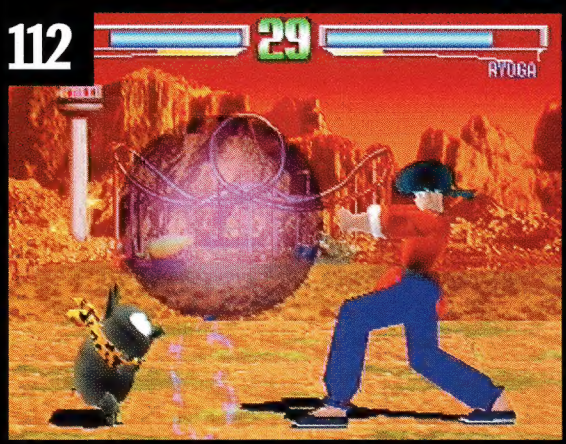
18 New Tricks For 20 Games!
Get your groove on with tricks for Nightmare Creatures II, Kirby 64, Army Men: Air Combat, Perfect Dark, SF Alpha 3 and many more!

Coming Soon

GAMES WORTH LOOKING AT

54 Previews For You
The PS2 stuff is starting to hit the fan, but that's a good thing. Check out our kewl Time-Splitters preview, as well as previews of Banjo-Tooie (N64), Zelda: Majora's Mask (N64) and others.





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Winners!

- **Here are the winners of *XG* #74's Game Over Contest:**

1. Arthur Merriott
Stockton, CA
2. Jeff McNeal
The Dalles, OR
3. Brian Wideman
Ponte Vedra, FL

- **The answer to *XG* #74's Game Over Contest is:**

Michael Jackson's Moonwalker

Is It My Turn?

Dear Expert Gamer,
When I played my friend's copy Legend of Dragoon, I got so bored after the first 15 minutes of movies that I was too tired to play. I think RPGs are so stupid because you take turns hitting each other. If you were in a real fight, why would you wait for some guy named Lavitz to stuff a spear in your kidney before you could take a swing yourself? How long would RPG fans last if they tried taking turns in a game like Perfect Dark? I respect the RPG fans, but I don't respect the way they have to be polite to their enemies. If you want fun, take racing or first person shooter.

Johnathan Mattinson
Truro, Nova Scotia

Although your desire for verisimilitude in video game violence is profoundly disturbing, we have to say that you have a point. Why do RPG monsters politely wait for their turn in battle? Why, all the real-life monsters that we encounter never do that at all...

Dig Those Tunes!

Dear Expert Gamer,
Let me start of by saying that you have the best, most informative and useful video game mag on the market. Anyway, on with my question. I rented Omikron: The Nomad Soul for Dreamcast about a week ago. Although I wasn't too impressed with the actual game, I was extremely pleased with the soundtrack—eight completely original and full-length David Bowie tracks. I have looked everywhere for the soundtrack. I even called Game Music Online, but they didn't have it. Please print my article because I am dying to find out where I can get these songs!

Brian Schimke
Address Withheld

We went straight to Eidos (the good folks who made Omikron) to find this out for you, Brian. They gave us some good news and some bad news. The bad news is there is no actual soundtrack for Omikron, so the only way to hear the game music is to play the game. The good news is that David Bowie released a CD called "Hours" around the same time the PC version of Omikron came out. While this disc doesn't contain any of the game music, you will find remixes and alternate versions of the music on it.

Educational Reading

Dear Expert Gamer,
How's it going? I just wanted to talk about the way instruction manuals are set-up. If you remember back in the day of the SNES, the instruction manuals were always bright, easy to read and always included lots of screen shots. But best of all, they would always include a little tidbit of the storyline to get you started. If you look at manuals today, they're mostly black and white, the controls can be difficult to understand for some, and although they still keep the screen shots, the fact that they're B&W make them completely useless. The main problem is that controls aren't explained very well or the manual is just poorly organized that when you look up something, you just end up trying to figure it out on your own (but to no avail). I think that game manufacturers should take the time to actually make the instruction manual as enjoyable as the game. Keep up the excellent work.

Lebult
Address Withheld

Letter of the Month

Should we cover older games? If so, how far should we go back? If enough readers want it, we may start doing some retro strategies. Sound off and voice your opinion!

Second-Chance Gaming

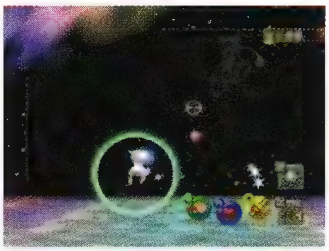
Covering the best of the past.

Dear Expert Gamer,
Although I am very excited about all the new systems coming out, I'm really excited about all the great PlayStation and N64 games with big price drops. I can now dig around my house for chump change and buy great games that received *EGM* Gold, Silver and even Platinum Awards. I hesitated for years to buy Tekken 3 because I always had to buy the newest games. Also, because Tekken 3 had a $50 dollar price tag for about three years, I figured I would buy the newer games instead. Sadly, I ended up with some pretty junky games that way.Your guide for Metal Gear Solid got me thinking about you guys doing more strategy guides for older games like maybe Tekken 2 during the release of Tekken Tag Tournament—after that, you could do one or two great classic games a month. I know you might not have room in your magazine because of all the great new games coming out, but I hope you'll consider my idea.

Robbie Ostlund
PlayinASH@ignmail.com

Actually, writing strategies on retro games is something that we've been considering doing for a long time. The only problem is that there are so many new games coming out that are worth writing guides for that there isn't much room for the older games. One question you have to ask yourself is how far back should we go. Should we still occasionally cover a Super NES or Genesis game? Should we stick with the PlayStation. You never know what the future holds. What do you folks think? Should we start having retro guides in the mag?

Robbie won an InterAct Controller for the Dreamcast, Nintendo 64 or PlayStation!



Most players were so busy trying to snap pictures that they ended up missing Mewtwo in the background.

The instruction manuals should be able to help you with the gameplay. That is their intent. In some cases, the instruction manuals are detailed and filled with whimsey. Presentation of the instruction manual does reflect on the game, but many companies choose to ignore this sometimes crucial document. Without a doubt, instruction manuals are a largely forgotten part of a game. In the past, many manuals were detailed with background information and full color art. Nowadays, you'll be lucky to see a black and white screen shot.

Mysterious Mewtwo

Dear Expert Gamer,

My son, Jon-Martin (age 7), noticed something quite unusual in your August 1999 issue. We would like to know if others have written in to let you know that on page 85 four of the pictures of Mew also have a light purple shadow of Mewtwo.

OdderRoze
Address Withheld

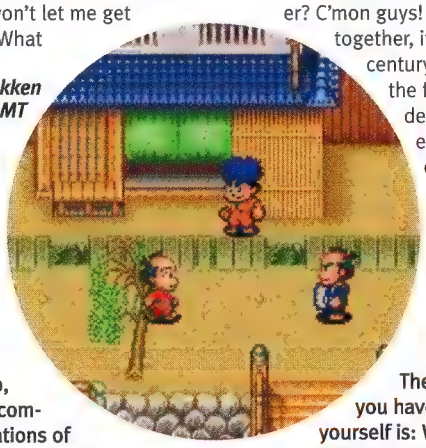
Really? You see phantom Mewtwo images in those Pokémon Snap screen shots? Sounds like a standard case of Poké-hallucination to us... Actually, the Mewtwo hovering in the sky of the Rainbow Cloud zone is a mere background image. There's nothing special about it except that it's nice to look at. Consider it a fun bonus for the most observant of Poké-fans.

Emulation Nation

Dear Expert Gamer,

My parents are going to buy a new computer that would be able to run Connectix's PlayStation 2 emulator. I am thoroughly against emulators of current systems because I think they will be the doom of the industry. At the same time, though, there are lots of games that I would love to play, and I am sure my parents won't let me get a PS or PS2. What should I do?

Pat Lokken
Bozeman, MT



We cannot really endorse the emulation of games that are being sold here (or will be) because it is illegal. We do, however, "recommend" emulations of games that are obscure, or are in a format that you wouldn't ordinarily be able to purchase (i.e. a Japanese RPG that's been translated). In the end, the choice is yours. If you want a PS or PS2, try getting a part-time job, mowing lawns or saving up all your birthday money. We think you'll enjoy playing your system that much more if you buy it with your own money.

But I Want It Now!

Dear Expert Gamer,

I just recently heard Banjo-Tooie was being delayed from August 28 to September 13. I'm shocked! This is beginning to be Nintendo's trend nowadays: Present a new game, announce its release date, delay it, announce a new date. (maybe delay it again, like some other Rare product I know of...) and then finally release it. What's up Nintendo? You guys churn out some of the best video games on earth, but at a cost.—lengthy delays. A delay for a game every now and then is understandable, but twice in a row from a reliable first-party developer? C'mon guys! Get it together, it's the 21st century! I hope in the future that delays won't even be a second thought. Thanks for taking the time to read my letter.

Marc Yu
Address Withheld

The question you have to ask yourself is: Would I rather wait for an almost flawless game, or should I want a rushed product right away? Nintendo has a reputation for quality—which it is highly protective of it—so you should be glad that they hold back a release date if the development of a game is taking longer than originally planned. Perfect Dark

U.S. Top 10

THE 10 BEST-SELLING GAMES OF JULY

1. **Kirby 64: Crystal Shards** (Nintendo/N64)
2. **Pokémon Yellow** (Nintendo/GB)
3. **PSX Jampack** (Sony/PS)
4. **Tony Hawk's Pro Skater** (Activision/PS)
5. **World Series Baseball 2K1** (Sega/Dreamcast)
6. **Pokémon Trading Card** (Nintendo/GB)
7. **Legend of Dragoon** (Sony/PS)
8. **Spec Ops** (Take 2 Interactive/PS)
9. **Perfect Dark** (Rare/N64)
10. **Driver** (GT Int. [Infogrames]/PS)

Japan Top 10

JAPAN'S 10 BEST FROM 8/7 TO 8/13

1. **Mario Story** (Nintendo/N64)
2. **Detective Conan** (Bandai/PS)
3. **Gungriffon Blaze** (Game Arts/PS2)
4. **Tetris with Card Captor Sakura** (Arika/PS)
5. **Giantgram 2000** (Sega/DC)
6. **Muscle Champion** (Konami/GB)
7. **Magical Sports 2000** (Mahou/PS2)
8. **Pandora Max Series Vol.4** (Pandora Box/PS)
9. **Surfroid** (Ascii/PS)
10. **Spawn** (Capcom/DC)

Editors' Top 10

WHAT THE XG STAFF IS PLAYING (August)

1. **Mario Tennis** (Camelot/N64)
2. **Ecco the Dolphin: DoF** (Appaloosa/DC)
3. **NFL 2K1** (Visual Concepts/DC)
4. **Chrono Cross** (Square/PS)
5. **Spider-Man** (Neversoft/PS)
6. **Final Fantasy IX** (Square/PS)
7. **Seaman** (Vivarium/DC)
8. **Madden NFL 2001** (EA Sports/PS2)
9. **Street Fighter III: 3rd Strike** (Capcom/DC)
10. **Perfect Dark** (Rare/N64)

SOURCES: *NPD TRSTS Video Games Service* (U.S. Top 10); *Weekly Famitsu Magazine* (Japan Top 10)

Import Pick of the Month

Dance Dance Revolution GB

If there's one game genre that is grossly ignored in the States, it's music games. Well, Konami has just released a portable version of its terrific dance simulator for the Game Boy and it's perfect for showing off your moves when you're on the go.

DDR GB features a selection of songs from all three mixes of DDR. For being on a Game Boy, the tunes sound rather good. There's even a link mode that allows you to compete against a friend. It may not be the arcade version, but it's loads of fun.

Fans of DDR know that playing the home versions of the game with a normal controller as opposed to the dance pad is cheating. The same goes for the Game Boy version. Luckily, Konami was nice enough to include a miniature pad that clips onto your Game Boy. Now you can let your fingers do the dancing!

Coming Soon

Fall-Winter 2000

- **Grandia II** (Ubi Soft)
- **Ready 2 Rumble Round 2** (Midway)
- **Buffy the Vampire Slayer** (Fox Interactive)
- **Matt Hoffman's Pro BMX** (Activision)
- **Stunt GP** (Infogrames)

NINTENDO 64

Fall-Winter 2000

- **Indiana Jones and the Infernal Machine** (LucasArts)
- **Banjo-Tooie** (Nintendo)
- **Spider-Man** (Activision)
- **Blues Brothers 2000** (Titus)
- **The World Is Not Enough** (EA)

SONY PLAYSTATION

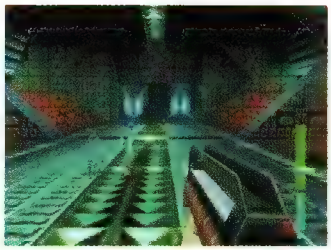
Fall-Winter 2000

- **Chicken Run** (Eidos)
- **Lunar: Eternal Blue** (Working Designs)
- **Crash Bash** (SCEA)

SONY PLAYSTATION 2

Fall-Winter 2000

- **Star Wars: Super Bombad Racing** (LucasArts)
- **Onimusha Warlords** (Capcom)
- **The World Is Not Enough** (EA)
- **Midnight Club** (Rockstar)
- **NHL 2001** (EA Sports)
- **The Bouncer** (Square Soft)



Do you really want a game that is less than perfect? When a company delays a game, it does so for a reason.

was delayed for an enormous time, but would you have been happier with a version that had fewer features and unrefined gameplay?

Train at Home

Dear Expert Gamer,

In your guide for Marvel vs. Capcom 2, I was wondering if the characters' button combinations worked on the arcade version of it.

Name Withheld
thoffma1@san.rr.com

You bet your Servbot they do! Heck, the arcade version uses the same four-button layout that the Dreamcast version does. So now, you can use those mad skillz that you've honed on the DC version to trash your buddies at the arcade.

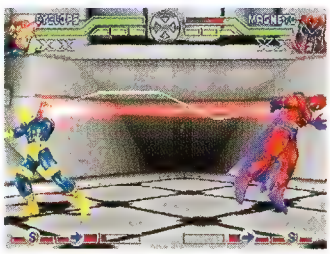
X-amining the X-Men

Dear Expert Gamer,

I've got to ask you this question that's been burning in my mind for week. I rented X-Men Mutant Academy and thought that it was one of the coolest fighting games I've ever played, but I noticed a small problem involving Magneto. His powers enable him to control metal objects like Wolverine's skeleton and claws, but when I fought him using Cyclops, how was he using his powers on me? Cyclops has no metal on him except for his visor, and that can't possibly explain how Magneto was throwing him all over the place! I would appreciate any response. Thanks!

Tyler Lawson
Cyclops2889@aol.com

It's Cyclop's secret shame... He had really bad teeth as a child, and Magento's actually yanking him around by his fillings. You really shouldn't bring it up. It depresses him greatly.



Sometimes it is unwise to question the physics of the comic book universe. The answers can be terrifying.

Combo-Riffic

Dear Expert Gamer,

I loved your guide to SFEX2+ (if only the game itself were out here in Australia...), so I thought I'd ask you guys some questions. First, if Gouga is the HCF+K move for Garuda, how do you link three of them on the end of his showoff combo?

Brian Schimke
Address Withheld

Glad to hear you liked the SFEX2+ guide. In that Garuda combo, it's not the Goga itself that is repeated three times, but rather the entire sequence in brackets. After each Goga hits, you can cancel into another Soukondan and continue the combo.

Exciting News

Dear Expert Gamer,

I just picked up issue #74 and read the letter from Statesville, NC regarding Excitebike 64. In it, the gamer said that although he had beaten the Silver Round, the Soccer Mode was still locked. You said his game might be defective, but chances are that it isn't. I had a similar problem. I had beaten the Silver Round and Soccer still seemed unplayable. But then I plugged in a second controller and could play the minigame. You just need to have more than one controller plugged in to play soccer. Hope this helps someone.

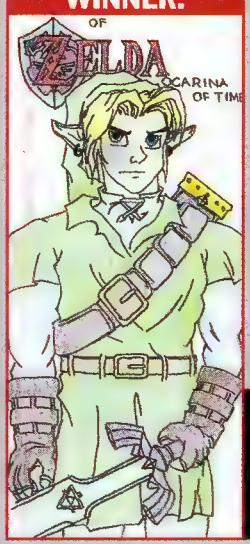
Mike Bradford
Address Withheld

Thanks for pointing that out, Mike. There was a lot of cursing and gnashing of teeth around here until we realized that Excitebike 64's Soccer Mode won't work without the second controller.

Letter Art

Where Creativity, Your Favorite Video Game and a Stamp Can Make You Immortal*

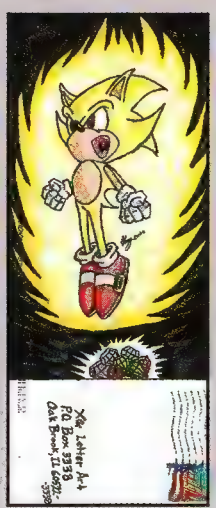
WINNER:



Put your creative skills to the test by decking out a plain #10 envelope with your own unique touch. Send your letter art submission to: *XG* Letter Art, P.O. Box 3338, Oak Brook, IL 60522-3338. (Entries submitted on anything other than a #10 envelope will be disqualified.) Letter Art can be submitted by e-mail (xg@ziffdavis.com), but must fit the #10 envelope size. All entries become the property of ZD Inc. and will not be returned.

David Gont wins an Agetec Specialized Control Pad for the Sony PlayStation. Way to go, David!

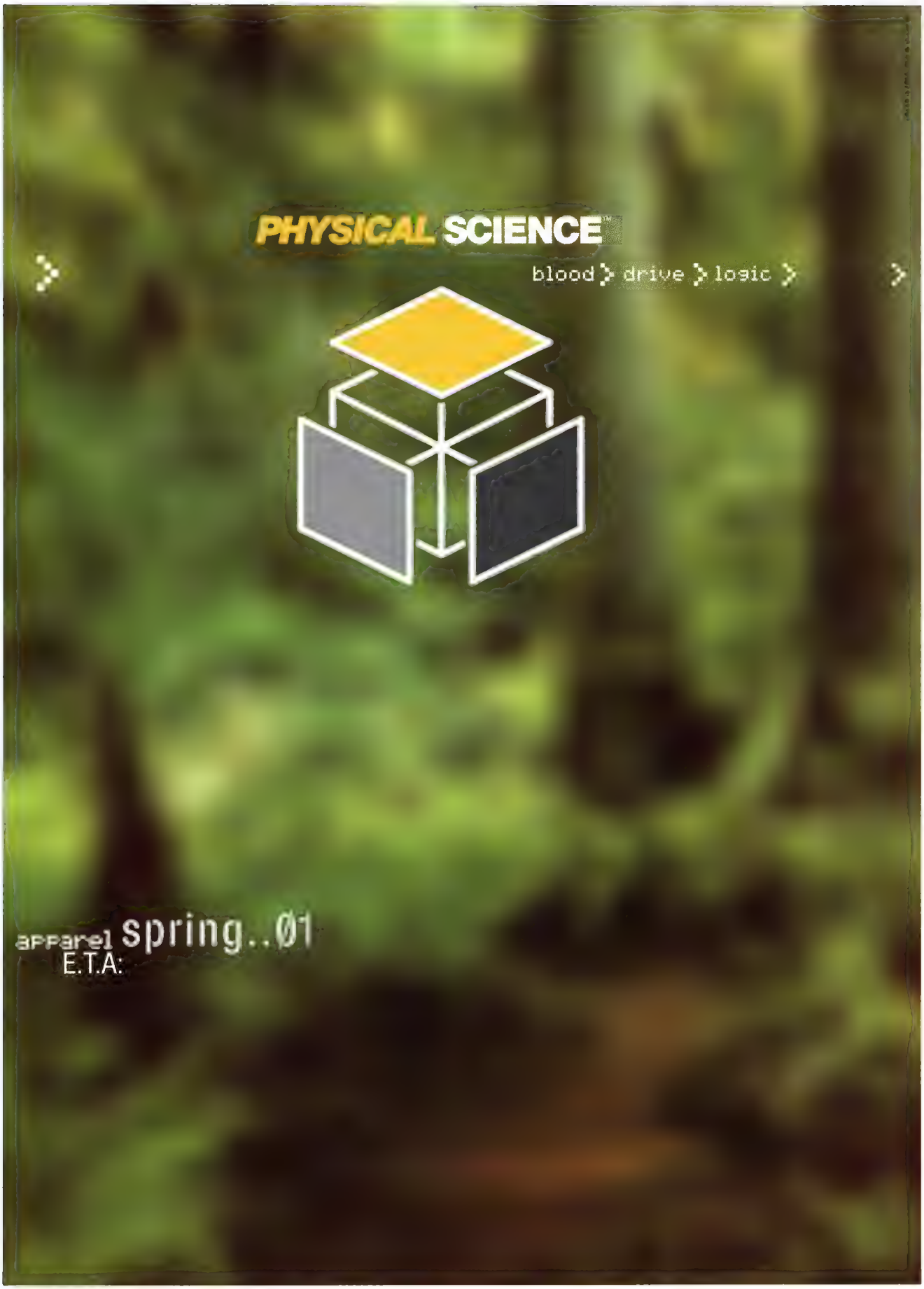
Yancy Brotonel
Miami, FL

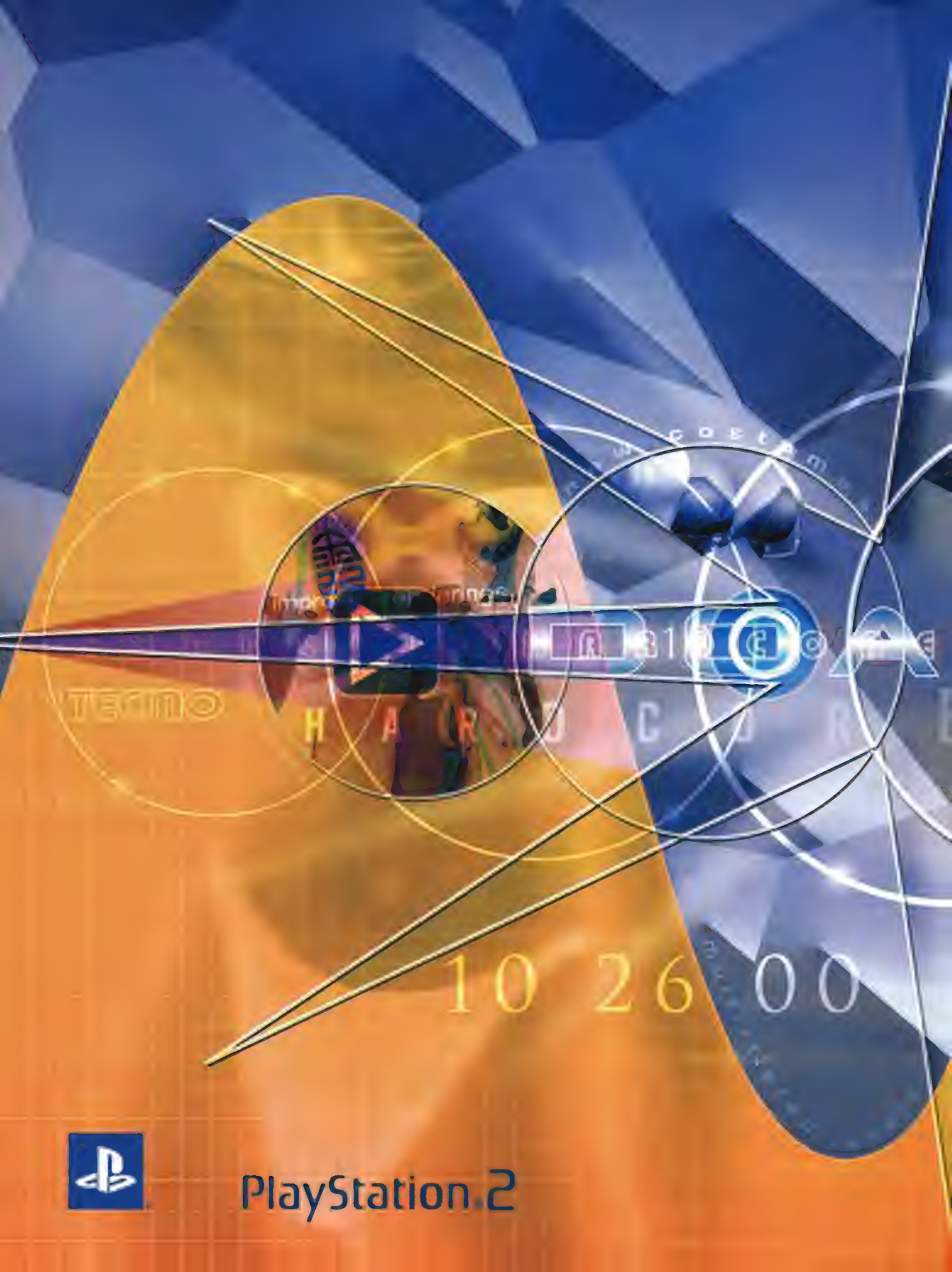


Guy All, Jr.
Clearwater, FL

Brian Ramsdell
Olympia, WA

** Or at least get you in the magazine and win a controller from Agetec (FIRST PRIZE ONLY)!*


PHYSICAL SCIENCE
blood drive logic
apparel spring..01
E.T.A:
www.phys-sci.com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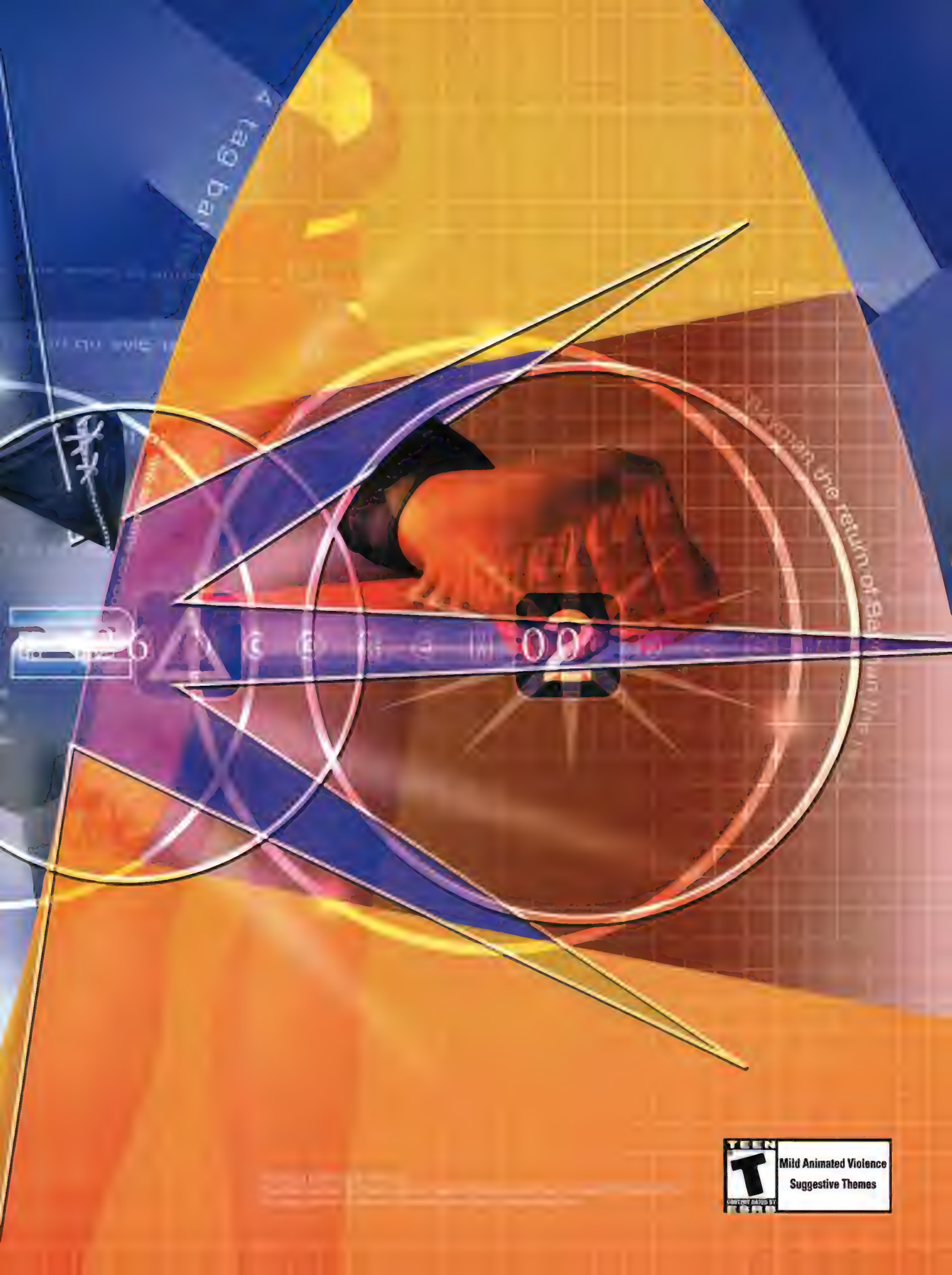
PlayStation.2


TEEN
T
Mild Animated Violence
Suggestive Themes

TRICKS OF THE TRADE

Dreamcast

4 Wheel Thunder

Super Start: When you begin your race, wait for the countdown to reach "Go." As soon as this appears, press L-Trigger+A at the same time. You'll get a boosted start and a four-second boost as well.

Clean Pause: While the game is paused, press Y+X simultaneously to get rid of the text and see a clean action shot of your current game.

Infinite Slot Machine Retries: Once you finish a race, save your game. You may be awarded with a slot machine jackpot bonus game after the race. If you do poorly on the slots or just want to try it again, just load up your saved game and the slot machine will be available to play once again. You can do this as many times as you want.

Crazy Taxi

From the mode selection screen, choose either Arcade or Original Mode as well as the amount of time you want. Next, at the "Now Loading" screen, press and hold the following button combinations until the driver select screen appears.

No Arrows: Press and hold R-Trigger+ START. When the driver select screen appears, you will see "No Arrows" in the lower-left corner of the screen. If you haven't memorized the locations, you will have to listen to your passengers and pay attention where they point.

No Destination Mark: Press and hold L-Trigger+START. When the driver select screen appears, you will see "No Destination Mark" in the lower-left corner of the screen. You'll still see a small green outline around your destination point, but it won't be nearly as prominent as before.

Expert: Press and hold L-Trigger+R-Trigger+START. When the driver select screen appears, you will see "Expert" in the lower-left corner of the screen. The combination of No Arrows and No Destination Mark makes up the Expert Mode.

Hidden Bike: Go to the character select screen and highlight the driver you want. Press L-Trigger + R-Trigger three times simultaneously, then press the A button to pick your driver. You will hear bicycle chimes if entered correctly.

Dead or Alive 2

Change View of Victory Pose: As your character does its victory pose, hold X and move the Pad or Analog Stick to rotate the view. Press the B button to zoom in.

Full Screen Pause: During the game, press START to pause. Press the R-Trigger button to get a clean game screen without the text.

Girl Art: Place the Dead or Alive 2 disc into a PC compatible CD-ROM drive. Access the disc and look for a folder called "Bonus." In this folder are several images of the DOA2 girls in bikinis.

Uncut Demo: On the mode select screen, choose Option. On the "Option" screen, choose Game Setting. From "Game Setting" choose Others. On the "Other Setting" screen, change Your Age to a number higher than 21 (99 is optimal). Now go back to the mode select screen and pick Survival Mode. Play through this mode until you get onto the top ten ranking list and put in your name as REALDEMO. Now go back to the title screen and wait until the demo starts. You will then see the uncut demo with one of the scenes showing Kasumi in her birthday suit, lying in a gelatin-like substance.

Grand Theft Auto 2

On the main menu screen, choose "Play." At the next menu, move up to the player name and change it to one of the following names to unlock these cheats as shown.

Invincibility: INFINITY
99 Lives: BIGCATS
Every Weapon: BIGGUNS

New Tricks

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Score Big with GameShark from InterAct and XG!

If your trick is selected as the Trick of the Month, you'll win a free GameShark courtesy of InterAct. If you're given credit for submitting a great trick in this section, you'll win a free game!

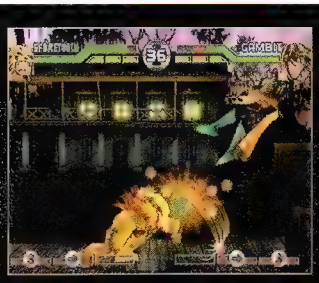
For more details and rules on the contest, read the text below. Email your tricks and cheats to:

tricks@ziffdavis.com

On all emails, be sure to include your name, address, city, state and zip code. For those who prefer to go through the postal service, send your tricks to:

Tricks of the Trade
P.O. Box 3338
Oak Brook, IL
60522-3338

Trick of the Month



X-Men: Mutant Academy

PlayStation

Unlock Everything: On the main menu screen, press SELECT, Up, L2, R1, L1, R2. You will hear a voice if the code was entered correctly. Next, go to the Arcade, Survival or Academy modes and you will be able to play as Toad, Mystique, Sabretooth and Magneto. In Cerebro mode, you will have access to all the cinemas and behind-the-scenes footage!

Dion Shumate
Edgewood, WA

Bust-A-Move 4

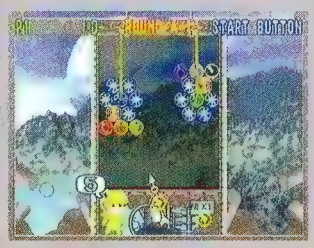
On the title screen with "Press Start Button" flashing, enter the following codes for the results shown. You will hear a sound if the code was entered correctly.

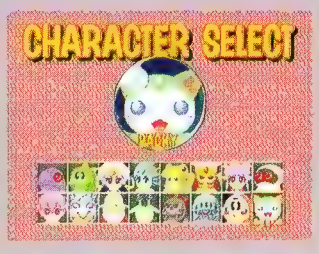
Another World: X, Left, Right, Left, X. Now you will have more puzzles available in Puzzle mode under the Arcade setting.

More Characters: Right, Right, X, Left, Left.

Tarot Card Reading: Up, X, Down, X, Up. At the game menu, go into the option screen to see the new "Tarot Reading" (Love) option.

Talk Demo: First enter the More Characters and Tarot Card Reading codes, then, at the title screen, press X, Up, Left, Down, Right, Up, X, Down, Left, Up, Right, Down, X. At the game menu, go into the option screen to see the new "Talk Demo" option.





1.FOOL
THERE WAS AN APPLE OF DISCORD BETWEEN YOU AND ANOTHER. THINGS WERE SETTLED BY YOUR FAITH, VIRTUOUS BEHAVIOR WAS THE ONLY CURE.
JUSTICE
UPRIGHT
NEXT CARD

Level Select: SESAME
Recover Weapon After Death: LOSTTOYS
Double Damage: DBLWAMMY
Unlimited Electric Gun: BIGFRIES
No Police: LAWLESS
Get the 5X Multiplier: BOYAKASH
Max Respect from All Gangs: ALLFRIEND
More Blood: WOUNDED
Get $500,000: MUCHCASH
Get $9,999,999: ULTIMATE
Pedestrians Are Elvis: ERRHUH (Note: If you run over an entire group of Elvis pedestrians with a car, you will get the message, "Elvis has left the building.")
Unlimited Flame Thrower: TOASTIES
Invisible Player: SCOOBYDO.

House of the Dead 2, The

Get All Items in Original Mode: Complete Training Mode with five-star marks in each training session.

Display Score: On the title screen use the D-Pad to enter the code L, L, R, R, R, L, R, START.

Two More Sessions in Boss Mode: Beat all bosses in Boss Mode and get a ranking with each boss. This unlocks the Emperor and Fight All Bosses Mode.

Unlimited Credits in Original Mode: Complete Boss Mode with five-star marks for each boss, including Fight All Bosses Mode.

Bonus Cats: Shoot a cat and it will lead you toward a bonus item.

Bonus Rooms: To access one of the bonus rooms at the end of the game, you must get there without killing any hostages, or allowing any hostages to be killed.

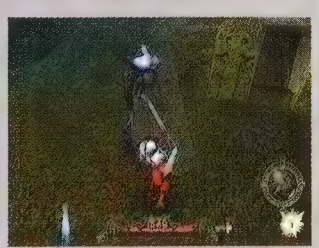
Draconus: Cult of the Wyrm

On the title screen where it says, "Press Start Button," press X, Y, Y, X, X, Y, Y. This is the first part of the codes shown below. You will hear a sound to confirm that the code was entered correctly. Now begin a new game or load a previously saved one. In the middle of the game, press START to pause and then enter the following buttons codes to accomplish these results.

Level Skip: Press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Down on the D-pad.

Invincibility and One-Hit Kills: Press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Right, then UP then START. You won't take any more damage and your instant kills will be worth 50,000 points!

Regain Life Points: Press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Left, then Up, then START.



Legacy of Kain: Soul Reaver

Press START to pause in the middle of the game and enter any of these codes. You will hear a confirmation sound after each code is entered.

Refill Health: Hold L-Trigger and press Down, B, Up, Left, Up, Left.
Next Level Health: Hold L-Trigger and press Right, A, Left, Y, Up, Down.
Maximum Health: Hold L-Trigger and press Right, B, Down, Up, Down, Up.
Refill Magic: Hold L-Trigger and press Right, Right, Left, Y, Right, Down.
Maximum Magic: Hold L-Trigger and press Y, Right, Down, Right, Up, Y, Left.
Pass Through Barriers: Hold L-Trigger and press Down, B, B, Left, Right, Y, Up.
Wall Climbing: Hold L-Trigger and press Y, Down, X, Right, Up, Down.
Hurt Raziel: Hold L-Trigger and press Left,B, Up, Up, Down.
Force: Hold L-Trigger and press Left, Right, B, Left, Right, Left.
Constrict: Hold L-Trigger and press Down, Up, Right, Right, B, Up, Up, Down.
Force Glyph: Hold L-Trigger and press Down, Left, Y, Down, Up.
Stone Glyph: Hold L-Trigger and press Down, B, Up, Left, Down, Right, Right.
Sound Glyph: Hold L-Trigger and press Right, Right, Down, B, Up, Up, Down.
Water Glyph: Hold L-Trigger and press Down, B, Up, Down, Right.
Sunlight Glyph: Hold L-Trigger and press Left, B, Left, Right, Right, Up, Up, Left.
Fire Glyph: Hold L-Trigger and press Up, Up, Right, Up, Y, X, Right.
Shift at Any Time: Hold L-Trigger and press Up, Up, Down, Right, Right, Left, B, Right, Left, Down.

MDK2

Full Screen Pause: During the game, press START to pause. Then press X+Y simultaneously to get a clean game screen without the text.

PC Pictures and Sounds: Place the MDK2 disc into a PC compatible CD-ROM drive. Access the disc and look for a folder called "MDK2." Inside, you'll find picture and sound files that you can view and play on your computer.

NBA 2K

From the main menu, go into the options screen and pick the "Codes" option. At the "Cheat Codes" screen, enter one of the passwords below for the results as shown. Make sure you enter the codes in all capital letters.

Secret Teams: DEVDUDES (Opens the three Insomniacs teams, which include the Sega Sports, Sega and NBA 2K teams.)
Huge Ball: BEACHBOYS
Crowd Message: HIMOM
Giant Heads: FATHEAD
Micro Players: LITTLEGUY
Large Players: MONSTER
Squished Players: SQUISHY
Obese Players: DOUGHBOY
Huge Feet: BIGFOOT
Hurt Coaches: COACHOUCH

GameShark Codes

Jeremy McGrath Supercross 2000

Start On Lap Four
D1FB807BC0705041
D1F8807B00000003
Always Place 1st
591474F3C0707041
Always Place 1st
591774F300000000

Namco Museum

Inf. Lives P1 - Pac-Man
EDB75D4A00000003
Inf. Lives P2 - Pac-Man
2D27269B00000003
Super Speed - Pac-Man
D488872600000003
Inf. Lives P1 - Ms. Pac-Man
EDB75D4A00000003
Inf. Lives P2 - Ms. Pac-Man
2D27269B00000003
Super Speed - Ms. Pac-Man
7225D6DE00000003
Inf. Lives P1 - Galaga
D368C6CD00000004
Inf. Lives P2 - Galaga
3261615500000004
Inf. Time - Pole Position
6E3729CC00000063
Inf. Lives P1 - Dig-Dug
72E5967600000004
Inf. Lives P2 - Dig-Dug
5E77322300000004

Nightmare Creatures II

Infinite Continues
EDF72DD600000063

Omikron

Infinite Funds 59A76E000000FFFF

PenPen Trilcelon

P1 Play as Hanamiu
8563B8F700000004

Plasma Sword

Infinite Health P1
51E7640000000C8
Low Health P1
51E7640000000000
50% Health P1
51E4640C0705038
51E7640000000064
Infinite Health P2
F8B985D3000000C8
Low Health P2 F8B985D300000000
50% Health P2 F8BA85D3C0705038
F8B985D300000064
Infinite Power P1
E327095D00000090
No Power P1 E327095D00000000

Power Stone

P1 Play As Valgas
5DD76E9300000009
Infinite Health P1
E8070137000000F0
Low Health P1 E8040137C070503F
E807013700000000
50% Health P1 E8040137C070503F
E807013700000078
Infinite Health P2
7E25CAC4000000F0
Low Health P2 7E26CAC4C070503F
7E25CAC400000000
50% Health P2 7E26CAC4C070503F
7E25CAC400000078

Continued on Page 24

THE COURT'S GOING TO BE A LITTLE WIDER THIS SEASON.
GROCERY

SEGA SPORTS

NBA 2K1

ONLINE MULTI-PLAYER

Time to reach out and posterize someone. Our new online gameplay lets you and up to three of your boys use one console to take on wannabes nationwide — from gloating Laker groupies in L.A. to nostalgic Knicks worshipers in Queens. There's e-mail so you can, uh, "chat." Plus franchise mode, swat blocks, and ill crossovers and spin moves. All with graphics tighter than a point guard's shorts circa 1974. Now we'll see who's got internet game.

OFFICIAL LICENSED NBA PRODUCT

nba.com

RATING PENDING RP

Dreamcast.

SEGA SPORTS

NFL 2K1

Online gameplay is here. Now you and up to three pals can get on one console and school opponents nationwide — from pal in Dallas to Cowboys sympathizers in Tulsa to masochistic Bills fans in Schenectady. You can even exchange "smacktalk" in real time. Throw in a radically improved running game, fan-action mode, and complete team-specific playbooks, and you've got yourself the perfect cruel sport. Does technology rule or what?

ONLINE MULTI-PLAYER

PLAYERS 1-2

E

Dreamcast.

© SEGA ENTERPRISES, LTD.

SUDDENLY, THE WHOLE COUNTRY IS INBOUNDS.

GameShark Codes

Continued from Page 19

Have All Stones P1
36813DE400000707
Have No Stones P1
36813DE400000000
Have All Stones P2
A543485700000707
Have No Stones P2
A543485700000000
Infinite Power Up Energy P1
28277AE600000938
No Power Up Energy P1
28277AE600000000
50% Power Up Energy P1
28247AE6C0704F66
50% Power Up Energy P1
28277AE60000049C
Infinite Power Up Energy P2
9A68133100000938
No Power Up Energy P2
9A68133100000000
50% Power Up Energy P2
9A6B1331C0704F66
9A6813310000049C
P1 Play As Final Valgas
5DD76E930000000A
P1 Play As Kraken
5DD76E930000000C

Rayman 2

Flying Rayman 89E080A320704E1E
58FB04DB00000040
Have Swinging Power Up
E23768CE0000006D
Infinite Health 5E3304DB0000001E
Infinite Air D400CE4D000000E1

Seaman

Air Never Drops When Game On
2DF76F200000FFFF
Heat Never Fluctuates When Game On
335928220000418B

Silver

Max HP 1st Character
8EA3BBBC000003E7
D458B563000003E7
Max MP 1st Character
8153BBBC000003E7
1CA4202D000003E7
Infinite Gold F8518F6800000010
Max Constitution 1st Char.
3AB112FB000003E7
Max Wisdom 1st Char.
F559A03A000003E7
Max Range 1st Char.
A593672D000003E7
Max Dexterity 1st Char.
67CB5DFD000003E7
Max Strength 1st Char.
1324202D000003E7

Virtua Tennis

P1 Quick Win 900806E600000003
Never Win 900806E600000000
P2 Quick Win EE37148500000003
P2 Never Win EE37148500000000
Infinite Funds A33B5C7100000090

Walt Disney World Quest Magical Racing Tour

Start On Last Lap
A10311FC00000002
Max Speed Coins
CF0BE6CB0000001E
Max Fairies 304165740000000A

NBA Showtime

On the "Tonight's Match-Up" screen, enter these codes with the Turbo, Shoot and Pass buttons the number of times shown and then press the Pad or Stick in the direction indicated by the code (For 4-3-2 Up, you would press Turbo four times, Shoot three times, Pass two times, then press Up).
Tournament Mode: 1-1-1 Down.
Show Shot Percentage: 0-0-1 Down.
Show Hotspot: 1-0-0 Down.
No Hotspots: 2-0-1 Up (2p must agree).
Big Head Mode: 2-0-0 Right.
Team Uniform: 4-0-0 Right (2p must agree).
Alternate Uniform: 4-3-0 Right.
Midway Uniform: 4-0-1 Right.
Home Uniform: 4-1-0 Right.
Away Uniform: 4-2-0 Right.
Fog: 1-2-3 Up (Outdoor courts only).
Thick Fog: 1-2-3 Down (Outdoor courts only).
Night Fog: 1-2-3 Left (Outdoor courts only).
Swamp Fog: 1-2-3 Right (Outdoor courts only).
Rain: 1-4-1 Left (Outdoor courts only).
Snow: 1-2-1 Left (Outdoor courts only).
Blizzard: 1-3-1 Left.
No Replays: 3-3-1 Left.
No Tipoff: 4-4-4 Up (2p must agree).

NFL 2K

Enable cheats by going into the options screen, choosing the "Codes" selection and entering the following codes.
Alternate Text: SCRAWL (Some of the text will have a different font.)
Fat Players: LARD
Sega Sports Team: SUPERSTARS (The Sega Sports team will be available at the team selection screen between the NFL All-Pros and San Francisco 49ers.)
Turbo Mode: TURBO (Then, choose the "Game Options" selection, highlight "Game Speed" and change the speed to "Turbo.")
Slow-Motion Mode: DEDMAN (Then, choose the "Game Options" selection, highlight "Game Speed" and change the speed to "Slomo.")
High-Pitched Commentary: SQUEEKY
Auto-Defense Play Selection: On the play selection screen when on defense, press A twice to have the CPU choose a random play to stop your opponent.
More Attribute Points: In the Create-A-Player Mode, highlight an attribute and move the points all the way down to "0." Then move it all the way back up to the original number. Now look at the available points at the top of the screen and you will have gained a point.

NFL Quarterback Club 2000

On the main menu screen, move down to the "Enter Cheat" option and put in any of these codes for the results as shown.
Stocky Players: MRSHMLLW
More Injuries: HSPTL
Big Football: BCHBLL
Thin Players: TTHPCK
Large Coin at Coin Toss: BGMNY
More Fumbles: BTTRFNGRS
Bouncy Ball: FLBBR
Smokey Ball: HSNFR
Slow Motion: FRRSTGMP
Rugby Mode: RGBY

NHL 2K

From the "New Game" menu, choose either Exhibition, Season or Playoff. Go to Custom Players and change the first and last names of your player to one of the names shown below. Once you do this, press A to accept the player. Back at the "New Game" menu, go to Trade Players and on the "Roster Manager" screen, choose the Free Agents pool. Scroll through the players until you see the one you created. Now press A to select the player and X to execute the trade. Press A again to accept this trade agreement. Go back to the "New Game" menu once more and select Edit Lines. In this menu, move over to the players (either on the ice or scratched) and you will see the faces or message for the players you created.
Tony Twist: Tony Twist
Ron Hextall: Ron Hextall
Marty Reasoner: Marty Reasoner
Wayne Gretzky: Enter this name to see "Thanks for the Memories" over the head shot on the "Edit Lines" screen.
D Port Codes: *Have a controller plugged into the fourth port (D) on your Dreamcast and enter these tricks with it.*
Black Box Team: When the logo for Black Box appears, press and hold the L+R buttons. While holding these, press B, B, X. You will hear the announcer say, "Oh, Black Box, baby." Now Black Box is available in the choice of teams.
Big Heads: When the logo for Black Box appears, press and hold the L+R buttons. While holding these, press B, A, B, Y. You will hear the announcer say, "Oh, Black Box, baby." Everyone on the team will have big heads except for the goalie.

Plasma Sword

Highlight one of the appropriate character on the character select screen and then enter the code.
Play as Kaede: Highlight Rain and press Down, Down, Left, Left, Up. Kaede will appear in a box above Rain.
Play as Rai-On: Highlight Byakko and press Up, Down, Left, Left, Right, Left, Up. Rai-On will appear in a box above Byakko.
Play as Evil Gamof: Highlight Gamof, then hold START and press A.

Power Stone

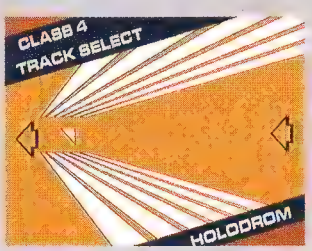
Manipulate the Victory Camera: Use A, X, Y, B and the Pad and Analog Stick to zoom in and out, rotate the camera around the victor, etc.
Play as the Bosses: Finish the game with each character one time. Finishing the game with any character opens up an extra option in "The World of Power Stone" book.

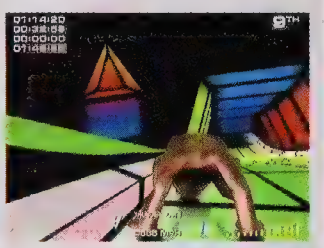
Rainbow Six

In the middle of your game, press the following buttons to activate these special modes in the game. You'll hear a noise and see text on the left side of the screen to confirm that they worked. To turn off any of the codes, just enter them again. Note: Don't pause the game before entering these!
Avatar God: Simultaneously press Up on the Analog Stick, Down on the D-Pad and A button. Your character becomes invincible, but the rest of your team won't be affected.
Team God: Simultaneously press Left on the Analog Stick, Down on the D-Pad and A button to gain invincibility for everyone on your team.
Big Heads: Simultaneously press Up on the Analog Stick Up, Down on the D-Pad, and X button.
Humongous Heads: Simultaneously press

Magforce Racing

All Tripods, Classes and Tracks: On the main menu, highlight the vehicle select and hold the X+Y buttons simultaneously. While holding these, press Up, Left, Down, Right, Right, Up, Down, Right. You will hear a sound when the trick is entered correctly. Now access the vehicle and track select options to see all the new tripods, classes and tracks at your disposal.





Nightmare Creatures II

Cheats Menu: In the middle of the game, press START to pause. Next, press and hold the L-Trigger+R-Trigger buttons simultaneously. While holding these buttons, press Left, B, X, Left, B, X, Left, B, X, A, X.
Replenish Health: When your energy is low in the game, just press and hold the X+Y+B buttons simultaneously. Hold them until your health builds back up again and you will get a full bar!

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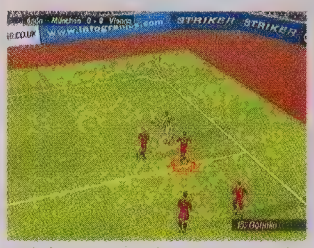
Striker Pro 2000

Be the Ball: In the middle of the game, press START to pause. Now press Up, Up, Down, Down, Left, Left, Right, Right, L-Trigger, L-Trigger, L-Trigger, R-Trigger, L-Trigger, R-Trigger, L-Trigger. Press START to go back to the game and then hold the L-Trigger+R-Trigger simultaneously. Hold Right to move the ball up, and Left to move the ball down.



Left on the Analog Stick, Down on the D-Pad, and X button.
Polska: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and X button.
Heavy Breathing: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and A button.
Stumpy: Simultaneously press Left on the Analog Stick, Down on the D-Pad, and Y button.
Brains: Simultaneously press Up on the Analog Stick, Down on the D-Pad, and Y button.
Side Scroller: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and Y button.
Clodhopper: Simultaneously press Left on the Analog Stick, Down on the D-Pad, and B button.
Rude: Simultaneously press Down on the Analog Stick, Down on the D-Pad, and B button. If you have the "Team God Mode" on, your team will be yelling at you to watch your fire.
Victory Conditions: Simultaneously press Up on the Analog Stick, Down on the D-Pad, and B button. This will prevent the mission from being aborted if an alarm is triggered or a hostage is shot.
Infinite Ammo: If you shoot all the bullets in your clip except one and put in a new clip, you will not lose the clip! Keep repeating this to have an infinite amount of ammo!

Rayman 2: The Great Escape

Hidden Mini Game: On the title screen, press START, then immediately hold L-Trigger+R-Trigger and press B, B, B, B while the screen is scrolling down. Now, on the menu, you will have access to a new option called "Globox Disc Access." Choose this option and you'll be taken to a mini game that you can play with multiple players.

Sega Rally 2

At the title screen, put in the following codes for the results as shown. If done correctly, you should hear a confirmation sound.
All Cars: Up, Down, Up, B, A, Left, B, B, Down.
All 10 Year Raceways Open: Up, Left, Down, Right, B, A, B, Right, Down.
Increased Frame-Rate: Up, A, Down, Down, Left, Right, B, B, Down.

Slave Zero

To initiate these codes, you need to have two controllers (in Ports A and B). Start playing the game, then take the controller in Port B and hold L-Trigger+R-Trigger. With these held, press one of the following buttons to initiate the corresponding result.
Make New Ammo and Health Appear: X.
All Enemies Stop Firing: A.
God Mode with Unlimited Ammo: B.

Soul Calibur

Hidden Commands: As hidden features appear, "3rd Costume," "Weapon Select" and "Metal Model" become available.
3rd Costume: In the character select screen, place the cursor on the character, press the Y button and select. Only certain characters have a third costume. Refer to the "3rd Costume" table for a listing of these characters.
Weapon Select: In the character select screen, place the cursor on the character and press the L-Trigger to display weapons, then select the desired weapon. For Edge Master and Inferno, this feature will not result in any changes.
Metal Model: In the character select screen, place the cursor on the character and hold down the R-Trigger and select. The Metal Model can be used together with the third costume.

Speed Devils

Enter these codes while in the middle of a race. Don't pause the game!
All Tracks and Cars: B, Right, B, Right, Up, B, Up.
Unlimited Nitros: Down, Up, Down, Up, A, X, A.
Skip Current Class: Down, Right, Down, Right, A, X, A.
More Money: A, Right, A, Right, Up, B, A.
Note: This works in Championship Mode only.

Street Fighter Alpha 3

Play as Shin Akuma: On the character select screen, highlight Akuma. Then hold START and press A. The regular Akuma will now be Shin Akuma.

Street Fighter III: Double Impact

Hidden Extra Options: From the title select screen, you may choose either Street Fighter III or Street Fighter III: Second Impact. At the mode select screen, highlight "Option" and hold the L-Trigger+R-Trigger buttons. Keep holding them throughout the rest of the trick. Next, choose "Option." On the Option Mode screen, highlight Game Option and press Left, Left, X, X, Right, Right. Move down to Button Config. and press Left, Left, Y, Y, Right, Right. Move down to Screen Adjust and press Left, Left, X, Y, Right, Right. Move down to Sound and press Left, Left, Y, X, Right, Right. You will see "Extra Option" underneath the "Sound" option.
Play as Gill: From the title select screen, you may choose either Street Fighter III or Street Fighter III: Second Impact. At the mode select screen, access "Option." Then, access "Game Option." Put "Difficulty" to one star, "Damage Level" to eight stars and "Rounds" to one. This will make it easier to beat the game. Once you play and finish the game, go to the player select screen, highlight Sean and press Up. You'll now have Gill.
Play as Akuma: From the title select screen, choose Street Fighter III: Second Impact. On the player select screen, highlight Sean and press Up. Akuma's Triangle will appear and you will now be able to fight as this character.
Play as Yang: From the title select screen, choose Street Fighter III. On the player select screen, highlight Yun and press any Kick button to choose Yang instead.

TNN Motorsports: Hardcore Heat

On the mode select screen, press the following button combinations to unlock these new features in the game. You will hear a voice if they have been entered correctly.
LE-2001 Vehicle: Y, X, Right, Left, Right, Left, Down, Down, Up, Up.
Combat Jet: Left, Right, Down, X, X, X, X.

Tony Hawk's Pro Skater

Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Now press and hold the L-Trigger. While holding it, press the following buttons to unlock the cheats as shown. The screen will shake if entered correctly.
All Cheats: B, Right, Up, Down, B, Right, Up, X, Y.
Random Locations to Begin: X, B, A, Up, Down.
Big Heads: X, B, Up, Left, Left.
Infinite Special Meter: A, Y, B, Down, Up, Right.
Play as Private Carrera: Y, Up, Y, Up, B, Up, Left, Y. Exit the game and go to the character select screen. You will see Private Carrera instead of Officer Dick.

Toy Commander

For all the tricks shown below, you must first press START to pause in the middle of the game. After each code is entered, you will hear a sound confirming that it worked.
Every Map Available: Hold L-Trigger and enter A, Y, X, B, Y, X.
Heavy Weapon: Hold L-Trigger and enter X, A, Y, B, A, X.
99 Heavy Ammo: Hold L-Trigger and enter A, B, X, Y, B, A.
New Machine Gun: Hold L-Trigger and enter B, A, Y, X, A, B.
Toy Fixed: Hold the L-Trigger and press A, X, B, Y, A, Y.

TrickStyle

Choose "Cheats" from the options screen and then put in one of the following passwords.
Win Everything: CITYBEACONS
Win All the Time: TEAROUND
Infinite Time: !WISH
Power-up Moves: TRAVOLTA
Big Heads: INFLATEDEGO

Vigilante 8: Second Offense

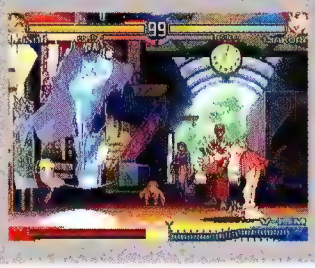
From the main menu, choose the options screen. From there, press the A button on "Game Status," choose your player with A, then press L-Trigger+R-Trigger simultaneously. From here, you can enter these passcodes for the results shown. If entered correctly, you will hear a voice say, "Funky." Be sure to press the A button after entering each code in order to complete it. When you're done with a code, you will have to press L-Trigger+R-Trigger in order to enter a new one.
No Enemies: HOME_ALONE
No Delay Firing: RAPID_FIRE
Monster Wheels: GO_MONSTER
Suspended Cars: JACK_IT_UP
Heavier Cars: GO_RAMMING
Increased Enemy Attack: UNDER_FIRE
Deadlier Missiles: BLAST_FIRE
CPU Picks Features: QUICK_PLAY
Quick Vehicles: MORE_SPEED
Slow Vehicles: GO_SLOW_MO
Floating Cars: NO_GRAVITY
No Wheel Attachment Icons: DRIVE_ONLY
Sequence of Movies: LONG_MOVIE

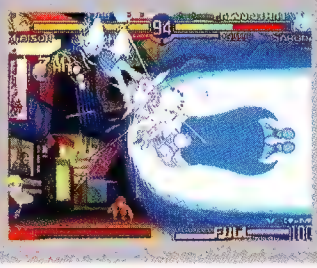
Zombie Revenge

Fighting Mode Stage Select: From the title screen, choose the "Fighting Mode" option. At the "Fighting Mode" screen, press and hold START. While holding START, choose an option with the A button. The stage select screen will appear where you can choose between seven different stages.
Costume Change: On the character select screen, highlight a character and hold START. While holding START, press the X, Y or B buttons for a new costume.

Street Fighter Alpha 3

Play as Super M. Bison: First, beat the game with a World Tour character on Level 8 without continuing. Once you do this you can hold START and press A to select Super M. Bison.





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GameShark Codes

Asteroids Hyper 64
Infinite Lives 8007F90E0063
Infinite Points 8107F8FEFFFF
Infinite Armageddon 8107F8920001
Infinite Items on Pickup 8107F8A2270F

Bomberman 64: The Second Attack
Maximum Cash (Story Mode)
D10ABD500000
810ABD500001
D10ABD500000
810ABD52869F
Bombs Always at Level 3 (Story Mode)
800AD7370003
Fire Always at Level 3 (Story Mode)
800AD7330003
Infinite Health (Story Mode)
800AD75F000A
Enable Code MUST BE ON
F1073EE42400
Maximum Health (Story Mode)
D108F9120005
8108F912000A
810AD7620005
810AD762000A

Hydro Thunder
Armed Response 802B5CA2 0001
Enable Code F124FFA02400
Place 1st 812C4C960001
Infinite Turbo 802C4C9D00FF
Enable All Tracks 812B5C940101
812B5C960101
812B5C980101
812B5C9A0101
812B5C9C0101
812B5C9E0101
812B5CA00101
Enable All Boats 812B5CA20101
812B5CA40101
812B5CA60101
812B5CA80101
812B5CAA0101
812B5CAC0101
812B5CAE0101

Kirby 64: The Crystal Shards
Enable Code DE0004000000
Infinite Lives 800D6F4F0003
Infinite Health 800D6E5040C0
Hit Z-Trigger for Max Stars
D1098AB42000
810D6E600000
D1098AB420000
810D6E62001E

Perfect Dark
Note: This requires the Zelda Keycode. Please see instruction manual for Keycode activation.
Infinite Ammo Right P2
Lo Res Level 24
D013E2DF001E
8013D2CA0032
Infinite Ammo Left P1
Lo Res Level 24
D013C66F001E
8013BDFE0032
Infinite Ammo Right P1
Lo Res Level 24
D013C66F001E
8013B65A0032
Have All Weapons P1
Lo Res Level 24
D013C66F001E
8013C6700007

Continued on Page 30

Nintendo 64

All-Star Baseball 2001
On the main menu screen, highlight and access the "Game Options." In the "Game Options" screen, scroll until you highlight the "Enter Cheats" option. Access this option and on the cheat code screen, enter one of these passwords for the following modes.
Big Ball Mode: BCHBLKTPTY
Ball Trail Mode: WLDWLDWST
Aluminum Bats: HOLLOWBATS
Small Players: TOMTHUMB
Blurred Graphics: MYEYES
Float to Dugout After an Out: FLYAWAY
Blackout Mode: WTOTL

Army Men: Sarge's Heroes
All Weapons: NSRLS
Maximum Ammunition: MMLVSRM
Test Information: THDTST
Mini Mode: DRVLLVSMM
Play as Tin Soldier: TNSLDRS
Play as Vikki: GRNGRLRX
Play as Plastro: PLSTRLVSVG
Level Passwords:
Spy Blue: TRGHTR
Bathroom: TDBWL
Riff Mission: MSTRMN
Forest: TLLTRS
Hoover Mission: SCRDCT
Thick Mission: STPDMN
Snow Mission: BLZZRD
Shrap Mission: SRFPNK
Fort Plastro: GNRLMN
Scorch Mission: HTTTRT
Showdown: ZBTSRL
Sandbox: HTKTTN
Kitchen: PTSPNS
Living Room: HXMSTR
The Way Home: VRCLN

Battle Tanx: Global Assault
Enter these codes at the "Imput Code" screen.
Level Select: 8oDYS
Invincibility: HPPYHPPY
All Weapons: RCKTSRDGLR
Brandon Gang: NNKNHCKS
Custom 1 Gang: TRDDYBRRKS (This gives you the M2 Hydra tank in the multiplayer game.)
Campaign Mode Bonus Level: WRDRB (This gives you a hidden level after you complete Campaign Mode.)

Cyber Tiger
From the title screen, choose "Play." Now pick Stroke or Match Play and choose to edit a golfer. Go to the "Edit Name" option and enter one of the following codes for the results as shown.
Unlock Kimmi: Choose any character and change the name to Rapper.
Unlock Starr: Choose any character and change the name to Retro.
Unlock Marvin the Alien: Choose any character and change the name to Ufo.
Change the Looks of Liltiger: Choose Liltiger and change the name to Prodigy.
Unlock the Volcano Course: Choose any character and change the name to Sthelens.
Tiger Woods Fan: Cybertw
Cindy: Instyle
Festus the Ghost: Golddgr

Army Men: Air Combat
All Levels Open, Every Helicopter Available: On the main menu screen, access the "Password" option. Now put in R-Shoulder, C-Left, Right, Up as your password, then press the A button to accept.

EA Gamer: Willi
The Bengal: Tigerrrr
Elvis: Delvis
Bobby: Brat
Robert: Ice

Donkey Kong 64
Play Jetpac Anytime: After acquiring 15 Banana Medals, go to Cranky and play the Jetpac game. To obtain the Rareware Coin, you must get 5,000 points in the game. After you do this, take pictures of six fairies with your camera and you will be able to play the Jetpac game any time. Just go to the "Mystery" menu to find this option!
Play Arcade Donkey Kong Anytime: You must first complete DK's Barrel Blast inside Frantic Factory and then a lever will appear. Grab the lever in front of the Donkey Kong Arcade game to play it. You must win the game by beating all of the stages (four in all). After you do this, beat the game once more to obtain the Nintendo Coin. Now, take pictures of six fairies with your camera. After returning to the main menu, go to the "Mystery" menu and you will see an option to play the Arcade Donkey Kong game at any time!

Excitebike 64
On the main menu screen, press and hold the following buttons in this order: Hold L-Shoulder, then hold C-Right, then hold C-Down. While holding these buttons, press A and the "Enter a Cheat Code" menu will appear. On this screen, you may enter any of these passwords as shown.
Big Head Mode: BLAHBLAH
Invisible Rider: INVISRIDER
Stunt Bonus: SHOWOFF
Unlock Every Stunt: TRICKSTER
Mirror Tracks: YADAYADA
Night Mode: MIDNIGHT.

F-1 World Grand Prix
After pressing START at the title screen, go to the main menu and choose "Exhibition." On the next screen, pick the "Drivers" option. Scroll with the Pad or the Analog Stick until you reach Driver Williams. Press A and choose the "Edit Name" option. Using the Pad, change the last name "Williams" to one of the following codes. When you are finished, exit all the way back to the title screen. Now enter the "Drivers" option again and scroll until you see your new character.
Silver Driver: Chrome
Gold Driver: Pyrite
Hidden Bonus Track: Vacation (Instead of the "Drivers" option, go into the "Courses" and scroll until you see the Bonus Track, complete with a volcano!)
Extra Challenges: You can open up more challenges for the Challenge Mode if you complete three different kinds of challenges and earn a minimum of 60 points. Then the secret challenge "Ultimate E" will open up.
Credits Option: Beat every level in the Grand Prix or Challenge Modes. Appears on main menu screen.
Gallery Option: Get first place overall in the Grand Prix Mode on any level of difficulty. Appears on main menu screen.

F-Zero X
All Vehicles, Tracks and Difficulties: On the title screen, press START to get the mode select screen and enter L-Shoulder, Z, R-Shoulder, Up-C, Down-C, Left-C, Right-C, START. You'll hear a sound. Now choose the GP Race. A new difficulty called "Master" will be open! On the select course screen, a new set of random tracks called the X Cup will also be opened. Also on the select machine screen, you will now have access to every vehicle in the game!
Shrink Vehicles: On the vehicle selection screen, press and hold L+R-Shoulder+Up-C+Down-C+Left-C+Right-C.
Color Change: On the vehicle customization screen, press the R-Shoulder to change the color of your car. Keep pressing the R-Shoulder until you get the color you want.
Vehicle Rotation: On the vehicle customization screen, press any of the C buttons to rotate your vehicle in any direction.

GoldenEye 007
Enter these codes during a single player game (don't pause) with the L-Shoulder and R-Shoulder buttons, C buttons, and D-Pad. These codes are tricky, so make sure to hold the buttons for about one or two seconds before going to the next step of the code.
All Guns Unlocked: Hold L-Shoulder+R-Shoulder and press Down, hold L-Shoulder and press C-Left, hold L-Shoulder and press C-Right, hold L-Shoulder+R-Shoulder and press C-Left, hold L-Shoulder and press Down, hold L-Shoulder and press C-Down, hold R-Shoulder and press C-Left, hold L-Shoulder+R-Shoulder and press C-Right, hold R-Shoulder and press Up, Hold L-Shoulder and press C-Left.
Maximum Ammunition: Hold L-Shoulder+R-Shoulder and press C-Right, hold R-Shoulder

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INFOGRAMES

GameShark Codes

Continued from Page 28

Infinite Ammo Left P2
Lo Res Level 24
D013E2DF001E
8013DA6E0032
Have All Weapons P2
Lo Res Level 24
D013E2DF001E
8013E2E00007
Infinite Ammo Left P1
Lo Res Levels 1-23, 25-?
D013EE6F001E
8013E5FE0032
Inf. Ammo Right P1
Lo Res Levels 1-23, 25-?
D013EE6F001E
8013DE5A0032
All Weapons P1
Lo Res Levels 1-23, 25-?
D013EE6F001E
8013EE700007
Inf. Ammo Left P2
Lo Res Levels 1-23, 25-?
D0140ADF001E
8014026F0032
Inf. Ammo Right P2
Lo Res Levels 1-23, 25-?
D0140ADF001E
8013FACB0032
All Weapons P2
Lo Res Levels 1-23, 25-?
D0140ADF001E
80140AE00007
Extra Health P2
Lo Res Levels 1-23, 25-?
D313F34C0005
8113F34C3F80
D313F35C0005
8113F35C3F80
Enable Code - Lo Res Mode
[Must Be On]
EE0000000000
Extra Health P1
Lo Res Levels 1-23, 25-?
D313D6EC0005
8113D6EC3F80
D313D6DC0005
8113D6DC3F80

Pokémon Snap

Rapid Fire Apples and Bombs
80382CB70000
Have Apples, Bombs and Flute
803AE51F0004
Have Apples and Bombs
803AE51F0002
Have Apples 803AE51F0001
Down on D-pad to Stop on Beach Level (C-Up to Start Moving)
D00489E0 0004
802020F5 0001
Down on D-pad to Stop on Tunnel Level (C-Up to Start Moving)
D00489E0 0004
801DDC55 0001
Down on D-pad to Stop on Volcano Level (C-Up to Start Moving)
D00489E0 0004
801FC5C5 0001
Down on D-pad to Stop on River Level (C-Up to Start Moving)
D00489E0 0004
801EF96D 0001
Down on D-pad to Stop on Cave Level (C-Up to Start Moving)
D00489E0 0004
80202225 0001
Down on D-pad to Stop on Valley Level (C-Up to Start Moving)
D00489E0 0004
801D9ABD0001

and press Up, hold R-Shoulder and press Down, hold R-Shoulder and press Down, hold L+ R buttons and press C-Right, hold L-Shoulder+R-Shoulder and press Left, hold R-Shoulder and press Down, hold R-Shoulder and press Up, hold L-Shoulder+R-Shoulder and press C-Right, hold R-Shoulder and press Left.

Invulnerability: Hold L-Shoulder and press Down, hold R-Shoulder and press C-Right, hold R-Shoulder and press C-Up, hold L-Shoulder and press Right, hold L-Shoulder and press C-Down, hold R-Shoulder and press C-Up, hold L-Shoulder and press Right, hold R-Shoulder and press Down, hold L-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press C-Right.

Invisibility: Hold R-Shoulder and press C-Left, hold L-Shoulder+R-Shoulder and press C-Up, hold L-Shoulder+R-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press Up, hold R-Shoulder and press Up, hold L-Shoulder and press C-Left, hold R-Shoulder and press C-Up, hold L-Shoulder and press C-Down, hold L-Shoulder+R-Shoulder and press Left, hold R-Shoulder and press Right.

Line Mode: Hold R-Shoulder and press C-Down, hold L-Shoulder+R-Shoulder and press Down, hold L-Shoulder and press Right, hold R-Shoulder and press C-Up, hold L-Shoulder+R-Shoulder and press C-Right, hold R-Shoulder and press Up, hold L-Shoulder and press Down, hold L-Shoulder and press Right, hold R-Shoulder and press C-Left, hold R-Shoulder and press C-Up.

Enter these codes on the "Mission Select" screen with the L and R-Shoulder buttons, C buttons and D-Pad. These codes are tricky, so make sure to hold the buttons for about one or two seconds before going to the next step of the code.

Facility Unlocked: Hold L-Shoulder+R-Shoulder and press C-Up, hold R-Shoulder and press C-Left, hold L-Shoulder and press Left, hold R-Shoulder and press C-Up, hold L-Shoulder and press Left, hold R-Shoulder and press C-Down, hold L-Shoulder and press C-Right, hold R-Shoulder and press Right, hold L-Shoulder+R-Shoulder and press C-Up, hold L-Shoulder and press Right.

Runway Unlocked: Hold L-Shoulder+R-Shoulder and press Left, hold R-Shoulder and press Left, hold L-Shoulder and press C-Up, hold L-Shoulder and press Left, hold R-Shoulder and press C-Up, hold R-Shoulder and press C-Down, hold R-Shoulder and press C-Right, hold R-Shoulder and press Right, hold L-Shoulder and press Down, hold R-Shoulder and press C-Left.

Surface I Unlocked: Hold R-Shoulder and press C-Left, hold L-Shoulder+R-Shoulder and press C-Up, hold L-Shoulder and press Left, hold R-Shoulder and press Up, hold R-Shoulder and press Left, hold L-Shoulder and press Up, hold R-Shoulder and press C-Down, hold L-Shoulder and press Right, hold L-Shoulder and press C-Right, hold L-Shoulder+R-Shoulder and press Down.

Bunker I Unlocked: Hold L-Shoulder and press C-Down, hold R-Shoulder and press Right, hold L-Shoulder and press C-Right, hold R-Shoulder and press C-Left, hold L-Shoulder and press C-Down, hold L-Shoulder+R-Shoulder and press Left, hold L-Shoulder and press C-Right, hold L-Shoulder+R-Shoulder and press Up, hold R-Shoulder and press C-Right, hold L-Shoulder and press Up.

Silo Unlocked: Hold L-Shoulder and press Up, hold R-Shoulder and press C-Down, hold L-Shoulder and press Left, hold R-Shoulder and press Down, hold L-Shoulder and press C-Left, hold L-Shoulder+R-Shoulder and press C-Right, hold L-Shoulder and press C-Up, hold R-Shoulder and press Right, hold R-Shoulder and press Right, hold R-Shoulder and press C-Right.

Frigate Unlocked: Hold R-Shoulder and press C-Up, hold L-Shoulder and press Down, hold R-Shoulder and press C-Right, hold L-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press Up, hold L-Shoulder+R-Shoulder and press C-Down, hold R-Shoulder and press C-Right, hold R-Shoulder and press Up, hold L-Shoulder+R-Shoulder and press C-Down, hold R-Shoulder and press Up.

Surface 2 Unlocked: Hold L-Shoulder and press C-Down, hold L-Shoulder+R-Shoulder and press C-Right, hold R-Shoulder and press C-Right, hold R-Shoulder and press C-Up, hold R-Shoulder and press C-Left, hold L-Shoulder and press Right, hold L+R-Shoulder and press C-Up, hold L-Shoulder and press C-Up, hold L-Shoulder+R-Shoulder and press Down, hold L-Shoulder and press C-Right.

Bunker 2 Unlocked: Hold L-Shoulder and press Down, hold R-Shoulder and press Down, hold L-Shoulder+R-Shoulder and press C-Up, hold L-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press Right, hold L-Shoulder and press C-Left, hold R-Shoulder and press Right, hold L-Shoulder and press C-Up, hold L-Shoulder and press Left, hold L-Shoulder and press C-Down.

Statue Unlocked: Hold L-Shoulder+R-Shoulder and press C-Down, hold L-Shoulder+R-Shoulder and press C-Down, hold L-Shoulder and press Right, hold L-Shoulder+R-Shoulder and press Left, hold R-Shoulder and press Left, hold R-Shoulder and press C-Right, hold L-Shoulder+R-Shoulder and press Left, hold R-Shoulder and press C-Up, hold R-Shoulder and press C-Down, hold R-Shoulder and press Right.

Archives Unlocked: Hold R-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press Up, hold L-Shoulder+R-Shoulder and press C-Down, hold R-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press C-Right, hold L-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press Right, hold L-Shoulder+R-Shoulder and press C-Down, hold L-Shoulder and press Up, hold R-Shoulder and press C-Down.

Streets Unlocked: Hold L-Shoulder+R-Shoulder and press C-Left, hold L-Shoulder and press C-Right, hold L-Shoulder and press Up, hold L-Shoulder+R-Shoulder and press C-Down, hold R-Shoulder and press C-Right, hold R-Shoulder and press C-Down, hold R-Shoulder and press Left, hold R-Shoulder and press C-Down, hold R-Shoulder and press C-Up, hold L-Shoulder and press Down.

Depot Unlocked: Hold L-Shoulder and press Down, hold L-Shoulder and press Down, hold R-Shoulder and press C-Down, hold L-Shoulder and press C-Right, hold L-Shoulder+R-Shoulder and press Right, hold R-Shoulder and press C-Left, hold L-Shoulder and press Down, hold L-Shoulder and press C-Left, hold L-Shoulder and press C-Right, hold L-Shoulder and press Up.

Train Unlocked: Hold R-Shoulder and press Left, hold R-Shoulder and press C-Down, hold R-Shoulder and press C-Right, hold L-Shoulder+R-Shoulder and press Left, hold L-Shoulder and press Right, hold R-Shoulder and press C-Down, hold L-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press C-Left, hold L-Shoulder and press Up, hold L-Shoulder and press C-Up.

Jungle Unlocked: Hold R-Shoulder and press C-Down, hold R-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press Up, hold R-Shoulder and press Right, hold R-Shoulder and press Down, hold R-Shoulder and press Down, hold R-Shoulder and press Up, hold R-Shoulder and press C-Left, hold R-Shoulder and press C-Up, hold L-Shoulder+R-Shoulder and press Left.

Control Center Unlocked: Hold L-Shoulder and press C-Down, hold R-Shoulder and press Down, hold L-Shoulder and press Right, hold R-Shoulder and press C-Right, Hold R-Shoulder and press C-Down, hold R-Shoulder and press Left, hold R-Shoulder and press Left, hold R-Shoulder and press C-Up, hold R-Shoulder and press Left, hold L-Shoulder+R-Shoulder and press C-Up.

Caverns Unlocked: Hold L-Shoulder and press Down, hold R-Shoulder and press C-Down, hold L-Shoulder+R-Shoulder and press Up, hold L-Shoulder and press Right, hold R-Shoulder and press C-Up, hold R-Shoulder and press C-Left, hold R-Shoulder and press Up, hold L-Shoulder and press C-Left, hold L-Shoulder and press Up, hold R-Shoulder and press C-Left.

Cradle Unlocked: Hold L-Shoulder+R-

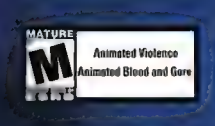
Excitebike 64

On the main menu screen, press and hold these buttons in order. Hold L-Shoulder, then hold C-Right, then hold C-Down. While holding these buttons, press A. The "Enter A Cheat Code" menu will appear. Now you may input one of these passwords for the results shown.

Tiny Head: PINHEAD
Beat This!: PATWELLS

THE GLADIATOR BLOODSPORT OF THE FUTURE

Unreal™ Tournament coming this Fall for the PlayStation®2 and the Sega Dreamcast™



property of their respective companies.

House of Buggin'

Beetle Adventure Racing!

Hidden Cheat Menu: Go to 1 Player Mode and select Championship Race on Coventry Cove. While racing, find the shortcut with the barn and two haystacks. Run straight into the haystack closest to the road and you will hear a voice say, "Groovy!" Once you hit it, finish the race. Then, you'll see text on your "Player Results" screen that says, "Cheat Menu Activated." Now go to the options and at the bottom there will be a new option called Cheats. Enter this option and you will be able to choose between two different cheat types. Now, just find the hidden flower boxes throughout the levels to unlock the rest of the cheats.

A Bug's Life

Level Select: At the ant hill off the main screen hold C-Up+C-Down+C-Left+C-Right+Z and press R-Shoulder. An arrow will appear to confirm correct code entry.

Buck Bumble

All Weapons: At the title screen press Left, Right, Up, Down. Then hold Z and press Right, Right, Left, Left. When the game begins, press A+B+R-Shoulder buttons at the same time to give you all the weapons. You will hear a noise if it is done correctly (it only works in 1-Player Mode).

Level Select: At the title screen hold Z and press Right, Down, Down, Right. Release Z and press Right, Up, Down, Left, Left, Up, Right, Right to finish the code.

Refill Health and Ammo: You can only use this code if you have All Weapons on: Press A+B+R-Shoulder while playing.

Shoulder and press C-Up, hold L-Shoulder and press Left, hold R-Shoulder and press Down, hold L-Shoulder and press Down, hold L-Shoulder and press C-Up, hold L-Shoulder and press Down, hold R-Shoulder and press Right, hold R-Shoulder and press C-Up, hold L-Shoulder and press C-Left, hold R-Shoulder and press Right.

More Button Codes: *Enter these codes on the Cheat menu screen with the L-Shoulder and R-Shoulder buttons, C buttons and D-pad. You will hear a beep to confirm correct code entry. You will have to exit the Cheat menu and enter it again to make each code appear. These codes are tricky, so make sure to hold the buttons for about one or two seconds before going to the next step of the code.*

Invincibility: Press R-ShoulderLeft, L-Shoulder+Down, Left, Up, Down, R-Shoulder+C-Left, L-Shoulder+C-Left, hold L+R-Shoulders and press Left, hold L+R-Shoulders and press Right, L-Shoulder+C-Left.

DK Mode: Hold L+R-Shoulders and press Up, C-Right, R-Shoulder+Left, R-Shoulder+Up, Up, R-Shoulder+Right, Up, hold L+R-Shoulders and press C-Down, hold L+R-Shoulders and press Down, hold L+R-Shoulders and press C-Left.

Turbo Mode: Press L-Shoulder+Down, L-Shoulder+C-Down, hold L+R-Shoulders and press Up, R-Shoulder+C-Down, Left, R-Shoulder+Down, L-Shoulder+C-Down, Up, R-Shoulder+Down, L-Shoulder+Right.

Paintball Cheat: Press L-Shoulder+Up, C-Up, R-Shoulder+Right, hold L+R-Shoulders and press C-Left, L-Shoulder+Up, R-Shoulder+C-Down, L-Shoulder+C-Down, hold L+R-Shoulders and press C-Down, hold L+R-Shoulders and press Up, L-Shoulder+C-Down.

No Radar: Press R-Shoulder+Up, C-Down, C-Left, C-Up, L-Shoulder+Down, R-Shoulder+Up, C-Left, Right, R-Shoulder+Left, R-Shoulder+Right.

Tiny Bond: Hold L+R-Shoulders and press Down, R-Shoulder+Down, L-Shoulder+C-Down, Left, R-Shoulder+C-Left, hold L+R-Shoulders and press C-Down, Right, Down, R-Shoulder+C-Down, R-Shoulder+Right.

2X Throwing Knives: Press R-Shoulder+C-Left, L-Shoulder+Left, Up, hold L+R-Shoulders and press Right, Right, hold L+R-Shoulders and press C-Left, hold L+R-Shoulders and press C-Left, R-Shoulder+Down, R-Shoulder+Left, R-Shoulder+C-Left.

Fast Animation: Press L-Shoulder+C-Down, L-Shoulder+C-Left, C-Down, C-Right, C-Left, hold L+R-Shoulders and press Right, C-Right, hold L+R-Shoulders and press Up, R-Shoulder+C-Left, L-Shoulder+Left.

Enemy Rockets: Hold L+R-Shoulders and press C-Down, C-Left, R-Shoulder+C-Down, C-Down, C-Down, hold L+R-Shoulders+C-Down, hold L+R-Shoulders+ Up, C-Down, R-Shoulder+Up, L-Shoulder+Up.

Slow Animation: Hold L+R-Shoulders and press Left, hold L+R-Shoulders and press Left, hold L+R-Shoulders and press Down, hold L+R-Shoulders and press Left, C-Right, hold L+R-Shoulders and press Down, hold L+R-Shoulders and press Down, L-Shoulder+Down, C-Left, C-Up.

Invisible Bond: Hold L+R-Shoulders and press C-Left, hold L+R-Shoulders and press C-Down, L-Shoulder+C-Left, R-Shoulder+C-Left, R-Shoulder+Right, hold L+R-Shoulders and press Left, L-Shoulder+Right, Left, hold L+R-Shoulders and press C-Left, L-Shoulder+Down.

Silver PP7: Press L-Shoulder+Left, hold L+R-Shoulders and press Up, L-Shoulder+Right, hold L+R-Shoulders and press Up, hold L+R-Shoulders and press C-Left, hold L+R-Shoulders and press Left, hold L+R-Shoulders and press Down, C-Down, hold L+R-Shoulders and press Right, hold L+R-Shoulders and press Left.

2X Hunting Knives: Press R-Shoulder+C-Down, L-Shoulder+Right, R-Shoulder+C-Left, R-Shoulder+Right, hold L+R-Shoulders and press Right, hold L+R-Shoulders and press Up, L-Shoulder+Down, R-Shoulder+Left, L-Shoulder+Right, L-Shoulder+C-Left.

Infinite Ammo: Press L-Shoulder+C-Left, hold L+R-Shoulders and press Right, C-Right, C-Left, R-Shoulder+ Left, L-Shoulder+C-Down, hold L+R-Shoulders and press Left, hold L+R-Shoulders and press C-Down, L-Shoulder+Up, C-Right.

2X RCP-90s: Press Up, Right, L-Shoulder+Left, R-Shoulder+Down, L-Shoulder+Up, L-Shoulder+C-Left, L-Shoulder+Left, C-Right, C-Up, hold L+R-Shoulders and press Down.

Gold PP7: Hold L+R-Shoulders and press Right, hold L+R-Shoulders and press Down, L-Shoulder+Up, hold L+R-Shoulders and press Down, C-Up, R-Shoulder+Up, hold L+R-Shoulders and press Right, L-Shoulder+Left, Down, L-Shoulder+C-Down.

All Guns: Down, Left, C-Up, Right, L-Shoulder+Down, L-Shoulder+Left, L-Shoulder+Up, C-Left, Left, C-Down.

2X Lasers: Press L-Shoulder+Right, hold L+R-Shoulders and press C-Left, L-Shoulder+Down, R-Shoulder+Left, R-Shoulder+Down, L-Shoulder+Right, C-Up, Right, R-Shoulder+Right, hold L+R-Shoulders and press Up.

2X Grenade Launcher: Press R-Shoulder+Down, R-Shoulder+Up, Right, hold L+R-Shoulders and press C-Down, L-Shoulder+Right, R-Shoulder+Left, Left, Down, Up, R-Shoulder+C-Down.

2X Rocket Launcher: Press R-Shoulder+Right, L-Shoulder+Up, Down, Down, R-Shoulder+ C-Down, L-Shoulder+Left, L-Shoulder+C-Left, R-Shoulder+Up, R-Shoulder+Down, R-Shoulder+C-Left.

Hydro Thunder

Super Start: When the countdown starts ("Three, Two, One, Go Go Go!"), press and hold the A button immediately after the announcer says "One." If your timing is correct, you will boost ahead and a voice will say, "Super Start."

Boost Jump: When you want your boat to jump over an obstacle or to get a boost power-up, just hold the A button and press B+Z at the same time.

Knockout Kings 2000

Big Gloves Trick: Press START to pause the game in the middle of play and enter C-Up, C-Down, C-Up, C-Up, C-Down. You should hear a bell ring five times, which confirms that you entered the code correctly. To disable Big Gloves, simply re-enter the code.

Legend of Zelda: Ocarina of Time

Hidden Pictures: Find the place in the Hyrule Castle courtyard where you meet Princess Zelda for the first time. When there, look to your left and right; there will be windows. Look (with Up-C) to the right window and you will see pictures of Yoshi, Mario, Luigi, Bowser and Princess Toadstool! Now, take aim with your slingshot and shoot at the window. A red rupee will pop out, and you will be able to collect it for a gain of 20 rupees! If you take aim and shoot the window on the left, a guard will pop out, scold you and throw a bomb right back at you!

Multiple Bottles Trick: Choose any one of the EMPTY bottles you have. Find a shallow pond with a fish or find a fairy. Swing the bottle and, in mid-swing, press START. On the "Select Item" screen, choose any weapon or item (except the ice, fire, or light arrow) and equip it to the spot where the bottle is. Now you will have a bottle in place of the weapon. The best part is if you use the bow or a special arrow, the bow will still work with the special arrows. When you collect ammo for the item, it will go back. *Note: If you cover a needed weapon, you may not get it back!*

Madden NFL 2000

Put in any one of these codes at the "Code Entry" screen to initiate the cheat as shown.

20-Yard First Downs: FIRSTIS20
100-Yard Passes: PIGSKINSFLY
More Injuries: PAINFUL
More Interceptions: PICKEDOFF
Less Sacks: QBINTHECLUB
Less Penalties: REFISBLIND
Weird Scoring Rules: DRBENWAY
Dodge City Stadium: WILDWEST
EA Sports Stadium: ITSINTHEGAME
Tiburon Stadium: WEPUTITTHERE
All-Madden Team: TEAMMADDEN
EA Sports Team: WEARETHEGAME
Industrials Team: INTHEFUTURE
Marshalls Team: COWBOYS

Mario Golf

Password Screen: At the main menu, highlight the the option labeled "Club House" and press Z-Trigger+R-Shoulder+A at the same time.

Toad Highlands Tournament: Put in KPXWN9N3 as the password.

Alternate Costumes: On the character select screen, hold Left-C, Down-C, or Right-C and choose a character.

Left-Handed Golfers: On the character select screen, hold the L-Shoulder and choose a character.

First Camp Hyrule Cup: Enter oEQ561G2 as a password at the "Code Entry" screen to play a tournament on the Koopa Cup course with Donkey Kong.

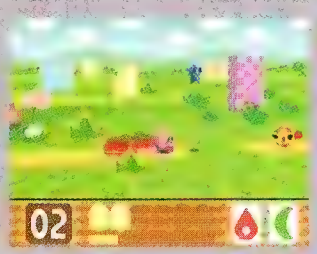
First Camp Hyrule Cup: Enter 5VW68906 as a password at the "Code Entry" screen to play a tournament at the Toad Highlands course with Plum as your player.

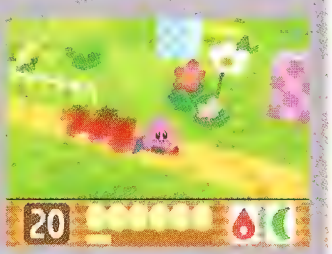
Monopoly

Potato Head: When choosing to add players to the game, go to the "Select A Token" screen and choose the Money-Bag. Rename the Money-Bag to Potato and the icon will now be a Potato Head character.

Kirby 64: The Crystal Shards

Unlimited 1-Ups: Blue Stars replace Crystal Shards when you reenter a cleared level, and you can return to a level you've already conquered and pilfer its Blue Stars till you get all the 1-Ups you'll ever need. To do this quickly, go to a level where the Crystal was found near the beginning (Level 1-1, for example). Once you grab the Blue Star, pause the game and choose "Try Again." Next, exit the level, then go right back into it so you can collect another Blue Star. You can repeat this process as often as you like.





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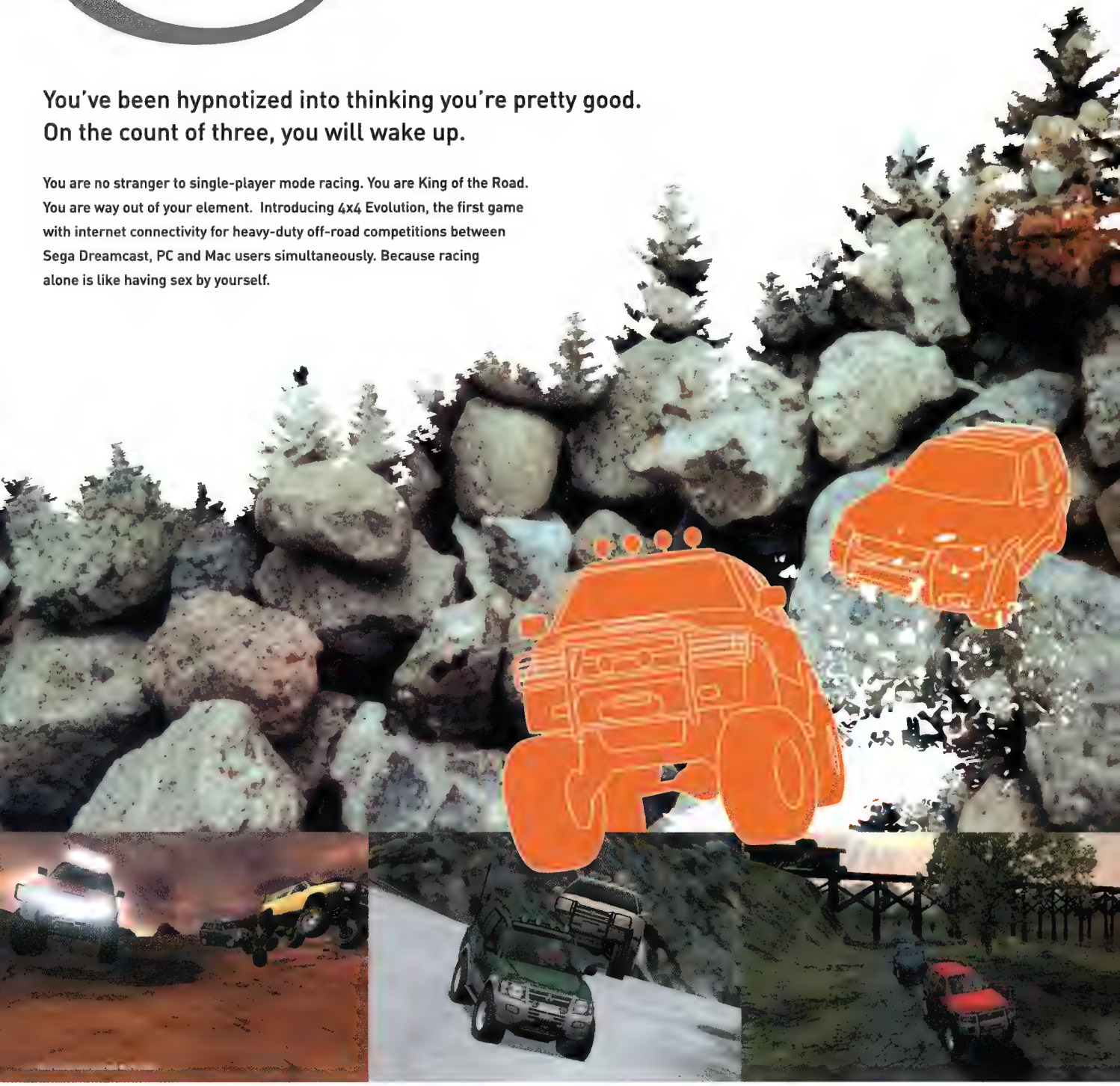

ALL THE TOP SUVS AND TRUCKS FROM LEADING MANUFACTURERS TO CUSTOMIZE • 16 MERCILESS OFF-ROAD COURSES, EACH WITH THEIR OWN ACTIVE ENVIRONMENT, MUSIC SCORE AND DIFFICULTY • GO ANYWHERE GAMEPLAY — NO PREDETERMINED TRACK • ACCURATE PHYSICS, PHOTO-REALISTIC GRAPHICS, AND UNFORGIVING ARTIFICIAL INTELLIGENCE.

ONLINE MULTI-PLAYER

EVERYONE E CONTENT RATED BY ESRB

Developed by TERMINAL REALITY

Published by GATHERING OF DEVELOPERS

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Sega Dreamcast.

Mac

PC CD ROM

Little-Big Racing

Hot Wheels: Turbo Racing

Enter these tricks on the main menu screen.

Mirrored Tracks: Z, R-Shoulder, Z, Z, R-Shoulder, Z, Z.
TowJam Car: C-Up, C-Down, Z, R-Shoulder, C-Left, C-Right, C-Up, C-Down.
Infinite Turbos: C-Right, Z, C-Up, C-Down, R-Shoulder, C-Left, Z, C-Right.
Seethru Tracks: C-Up, Z, C-Down, C-Left, C-Up, Z, C-Down, C-Left.
Stealth Mode: C-Left, Z, Z, C-Up, C-Left, R-Shoulder, C-Down, C-Up.
Race at Night: C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right.

Micro Machines 64 Turbo

Enable the Debug Mode by pausing the game and pressing C-Left, Up, Down, Down, C-Left, C-Right, C-Right, C-Up, C-Down. To use it, press any of the button sequences below while you're playing.

Quit Race and Win: Z+C-Down (doesn't work in time trials).
Change Camera Zoom: Hold Z and press L- or R-Shoulder.
Turn Player into Computer Drone: Hold Z and press C-Left.
Blow Up All Cars: Hold X+C-Up+C-Right+C-Left.
More Cheat Codes: Enter these codes while the game is paused. A beep will confirm the code. To disable a code simply re-enter it.
Turn into Level Object: Down, Down, Up, Up, Right, Right, Left, Left.
Big Bounces: C-Left, Right, Right, Down, Up, Down, Left, Down, Down.
Double Speed: C-Left, C-Down, C-Right, C-Left, C-Up, C-Down, C-Down, C-Down, C-Down.
Slow CPU Cars: C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Down.

Off Road Challenge

El Cajon Track: On the track selection screen, hold Up on the control pad and press the L+R-Shoulder buttons simultaneously. You'll hear an air wrench sound. Now highlight the El Paso track, hold Z and press the A button.
Flagstaff Track: On the track selection screen, hold Left on the control pad and press L-Shoulder. You'll hear an air wrench sound. Now highlight the Mojave track, hold Z and press the A button.
Guadalupe Track: On the track selection screen, hold Down on the control pad and press R-Shoulder. You'll hear an air wrench sound. Now highlight the Vegas track, hold Z and press the A button.
Monster Trucks: On the truck selection screen, press one of the following C buttons to get the alternate Monster Truck:
Thunderbolt: Left-C
The Crusher: Right-C
4x4 Monster: Up-C
Punisher: Down-C

Monster Truck Madness 64

Low Rider Trucks: Enter "YRDR" as a password. Your trucks will now have low rider wheels!

Zoom Control: Choose any Token from the "Select A Token" screen and change its name to Wander. In the middle of the game, press Z to bring up the Assets. Now press Up-C and besides rotating the screen with the Analog Stick, you can press the A button to zoom in and B to reverse the zoom.

NASCAR 99

Hidden Announcer Car: To play as the commentator, Benny Parsons, choose a Single Race from the main menu. On the "Single Race" screen, move down to "Select Track" and choose the Richmond Track. Now move up and highlight the "Select Car" option. With this option highlighted, enter the following code very quickly (within four seconds): Up-C, Right-C, Down-C, Left-C, Z, Z, Z, L-Shoulder, Z, Z.

NBA Courtside 2: Featuring Kobe Bryant

Three New Teams: At the main menu screen, highlight either "Quick Play" or "Arcade Play." Now press and hold C-Right+A simultaneously. You will hear a swish sound two times if the code was done correctly. Now at the team select screen, scroll over until you see three Special Teams: the Nintendo Plumbers, Left Field Lefties and the Nintendo Gamers.

NFL Quarterback Club 2000

Enter one of these codes at the cheat menu to get the results as shown.

Rugby Mode: RGBY
More Injuries: HSPTL
Big Football: BCHBLL
Flubber Ball: FLBBR
More Fumbles: BTTRFNGRS
Large Coin at Toss: BGMNY
Players on Fire: HSNFR

Paperboy

From the main menu screen, go to the options. On the options screen, go to "Secret Codes." Now enter any one of the codes shown below for various results.

Faster Movement: RUSH
Slower Movement: WAKING
Can't See Far: MAGOO
Obstacles Are Invisible: JUMBLE
Obstacles Scream When Hit: SCREAM
Newspapers Are Huge: SUNDAY
Unlimited Newspapers: NOBUNDLE
See Every Headline: HEADLINE
Paperboy Can't Get Hit: INVINC
Choose Your Level: MAXSUBS
Super Jump Springs: ALLJUMP
High Jump: MOON
Tiny Paperboy/Papergirl: LITTLE

Perfect Dark

Press START to pause the game. You'll see the Perfect menu. Move Left or Right to Options and then access the "Cheats" menu. Each option has different unlockable cheats within each category. Listed here are the categories with the missions and times you need to complete them to unlock the cheats.

Fun
DK Mode: Beat Chicago-Stealth Mission on any difficulty setting.
Small Jo: Beat G5 Building-Reconniassance Mission on any difficulty setting.
Small Characters: Beat Area 51-Infiltration Mission on any difficulty setting.
Play as Elvis: Beat Area 51-Rescue Mission on Perfect Agent setting in under 7:59.
Slo-Mo Single Player: Beat dataDyne Research-Investigation Mission on any difficulty setting.
Gameplay
Invincible: Beat Area 51-Escape Mission on Agent setting in under 3:50.
Cloaking Device: Beat G5 Building-Reconniassance Mission on Agent setting in under 1:40.
Marquis of Queensbury Rules: Beat dataDyne Central-Defection Mission on Special Agent setting in under 1:30.
Jo Shield: Beat Deep Sea-Nullify Threat Mission on on any difficulty setting.
Super Shield: Beat Carrington Institute-Defense Mission on Agent setting in under 1:45.
Enemy Shields: Beat Carrington Institute-Defense on on any difficulty setting.
Enemy Rockets: Beat Pelagic II-Exploration Mission on on any difficulty setting.
Perfect Darkness: Beat Crash Site-Confrontation Mission on on any difficulty setting.
Weapons for Jo in Solo
Rocket Launcher: beat dataDyne Central-Extraction Mission on any difficulty setting.
Sniper Rifle: Beat Carrington Villa-Hostage One Mission on any difficulty setting.
SuperDragon: Beat Area 51-Escape Mission on any difficulty setting.
Laptop Gun: Beat Air Force One-Anti-Terrorism Mission on any difficulty setting.
Phoenix: Beat Attack Ship-Covert Assault Mission on any difficulty setting.
Psychosis Gun: Beat Chicago-Stealth Mission on Perfect Agent setting in under 2:00.
Trent's Magnum: Beat Crash Site-Confrontation Mission on Agent setting in under 2:50.
Farsight: Beat Deep Sea-Nullify Threat Mission on Perfect Agent setting in under 7:27.
Classic Weapons for Jo in Solo
PP9i: Win all gold stars in the Carrington Institute Firing Range.
CC13: Win all gold stars in the Carrington Institute Firing Range.
KLO1313: Win all gold stars in the Carrington Institute Firing Range.
KF7 Special: Win all gold stars in the Carrington Institute Firing Range.
ZZT 9mm: Win all gold stars in the Carrington Institute Firing Range.
DMC: Win all gold stars in the Carrington Institute Firing Range.
AR53: Win all gold stars in the Carrington Institute Firing Range.
RC-P45: Win all gold stars in the Carrington Institute Firing Range.
Weapons
Classic Sight: Beat dataDyne Central-Defection Mission on any difficulty setting.
Unlimited Ammo—Laptop Gun: Beat Air Force One-Anti-Terrorism on Perfect Agent setting in under 3:55.
Hurricaine Fists: Beat dataDyne Central-Extraction Mission on Agent setting in under 2:03.
Unlimited Ammo: Beat Pelagic II-Exploration Mission on Special Agent setting in under 7:07.
Unlimited Ammo—No Reloads: Beat Air Base-Espionage on Special Agent setting in under 3:11.
X-Ray Scanner: Beat Area 51-Rescue Mission on any difficulty setting.
R-Tracker/Weapon Caches: Beat Skedar Ruins-Battle Shrine Mission on any difficulty setting.
All Guns in Solo: Beat Skedar Ruins-Battle Shrine Mission on Perfect Agent setting in under 5:31.
Buddies
Velvet Dark: Default Character.
Pugilist: Beat dataDyne Research-Investigation Mission on Perfect Agent setting in under 6:30.
Hotshot: Beat Area 51-Infiltration Mission on Special Agent setting in under 5:00.
Hit and Run: Beat Carrington Villa-Hostage One Mission on Special Agent setting in under 2:30.
Alien: Beat Attack Ship-Covert Assault Mission on Special Agent setting in under 5:17.
Beat Challenges Easily: From the "Perfect" menu screen, use Player 1 and choose "Combat Simulator." On this menu, choose "Advanced Setup." Move down to Load Settings and press A, but don't choose any of the presets yet. Now, using the Player 2 controller, Press START and then press Left with the Analog Stick. Move to any unopened challenge (without stars) and press START. Choose to accept and start the challenge. Player 2 will now be ready and waiting for Player 1. Go back to the Player 1 controller and choose one of the presets. Back on the "Game Setup" menu, press START and you will go into the game. You will be on the Challenge that you chose earlier, but it will only have Player 1 and 2 in it. No simulants will be in the game. Play until the scenario ends (time limit is reached, etc.) and after you go back to the challenge screen, you will see a star in the second position, showing that it has been beaten. This is a great way to unlock all the challenges with ease!

Pokémon Stadium

You must have the Yellow version of the Game Boy Pokémon game for this to work.

Pikachu Talks: Upload Pikachu from the game to Pokémon Stadium. Don't register Pikachu. Now start a battle and use Pikachu. When battling, Pikachu will say its name and have new animations for some of its moves.

Quake II

Unlimited Ammo in Multiplayer: S3T1 NF1N 1T3S HoTS
Low Gravity in Multiplayer: S3TLoWGR V1TY ????
Final Mission Password: To access the "Password" screen, choose "Load Game," then press B when the list of saved games appears. Now enter F6o? VQCH ?BHF DQQL as password.
Timed Mission: First, make sure you have no Controller Pak in the Control Pad. On the title screen where you see "Start" and "Options," highlight "Start" and enter it. On the "Mode" screen, choose a Single game. On the "Start Game" screen, choose Load. When it asks you for a Controller Pak, choose the "Do Not Use" option. This will bring you to the "Password" screen. Now enter FBBC VBBB FBBC VBF7 as a password. You will automatically be brought to a timed game and it will be called "Mission o."

Rainbow Six

Choose Your Starting Level: On the title/menu screen, choose the "Quick Start" option. When asked to enter the campaign password, use the Analog Stick and put in

WOW!

Solve This!

Bust-A-Move 2

Hidden Characters: At the main menu screen, access "Game Start" and at the game select screen, choose Puzzle Game. At the map with the letters, enter Left, Left, Up, Down, L-Shoulder, R-Shoulder, L-Shoulder, R-Shoulder, then press L-Shoulder+R-Shoulder at the same time. This will bring up a "Character Select" menu where you can choose to play as the two dinos or the enemy characters.

Bust-A-Move '99

Another World: At the title screen, press B, Left, Right, B. A little enemy icon will appear on the lower-right side of the screen. Now you will see "Another World" after choosing the Arcade Mode and Puzzle from the selection screen.

Magical Tetris Challenge

Line Clear Graph: Begin a game in Endless Mode and press A+B simultaneously while playing. This will go to a display on the other side of the screen that shows how many lines of singles, doubles, etc., you have.

The New Tetris

Turbo Mode: Select single-player mode. Enter "2FAST4U" as a name, then highlight "OK" and press A. When the game begins, the blocks will eventually fall very quickly.
Turbo CPU Mode: Select single-player mode, enter "AI2EZ4U?" as a name, then highlight "OK" and press A. When the game begins, the CPU's blocks will fall very quickly, while your blocks will remain at normal speed.
Music Kaleidoscope: Enter the "Audio Options" screen and set the song to "Haluci" and the music mode to "Choose." Then select single-player mode, enter "HALUCI" as a name, then highlight "OK" and press A. A kaleidoscope will now appear in place of the game. Your Nintendo 64 must be reset to quit this mode.

VZRFTMQ2G8SQ. Now, whenever you go to the "Choose Mission" screen, you will be able to choose up to 12 different missions!

Ready 2 Rumble Boxing

Select Championship Mode from the main menu. Then, choose "New Game" and enter your gym name as one of the passwords shown below.
Bronze Class Boxers: BRONZE (This also opens up Kemo Claw in Arcade.)
Silver Class Boxers: SILVER (This also opens up Bruce Blade in Arcade.)
Gold Class Boxers: GOLD (This also opens up Nat Daddy in Arcade.)
Champ Class Boxers: CHAMP (This also opens up Damien Black in Arcade.)
New Costumes: In Arcade Mode, go to the boxer selection screen and press C-Left+C-Up at the same time.
Easy Training: From the main menu, choose Championship Mode. Start a new game, name your gym, choose a boxer and pick the "Train Boxer" option. Now highlight "Rumble Aerobics Training," press Left, then quickly press A. If you did it fast enough, you will purchase the Rumble Mass Nutrition Regime (which costs $25,000) for $500! You can also purchase the Sway Bag for $500 instead of $1,000 by pressing Right instead of Left.

Resident Evil 2

On the title/main menu screen, highlight and choose the "Load Game" option. On the saved games screen, enter one of the following button sequences for the results shown below.
Invincibility: On the saved games screen, enter Down, Down, Down, Down, Left, Left, Left, Left, L-Shoulder, R-Shoulder, R-Shoulder, L-Shoulder, Up-C, Down-C. Once you enter the code correctly, you will be taken back to the previous screen.
Unlimited Ammo: On the saved games screen, enter Up, Up, Up, Up, Right, Right, Right, Right, L-Shoulder, R-Shoulder, L-Shoulder, R-Shoulder, Right-C, Left-C. Once you enter the code correctly, you will be taken back to the previous screen. Your ammunition will go down to zero, but you can keep firing and it will never run out!

Ridge Racer 64

Reverse Track and Hidden Caddy Car: Choose Grand Prix from the main menu. Using a fast car on the first course of the Grand Prix race, wait for the countdown, then turn all the way around and drive into the wall. Keep hitting it until you eventually drive through the wall. Now you will be racing the track backwards! Finish this race in first place and you will be rewarded with the Caddy Car.

Rocket: Robot on Wheels

For all of these cheats, you must first pause the game, then press the button codes below for various results.
Lower Gravity: Z-Trigger, R-Shoulder, Z-Trigger, R-Shoulder, Down, R-Shoulder, R-Shoulder, Right, Right, R-Shoulder.
Lower Friction: Up, R-Shoulder, R-Shoulder, Left, Z-Trigger, Z-Trigger, Down, Left, Up, Right.
Rocket Is Heavy: Up, Right, Right, R-Shoulder, Right, R-Shoulder, Z-Trigger, R-Shoulder, R-Shoulder, Up.
Increased Grab: Down, Left, Right, Z-Trigger, Down, Right, Down, Down, Down, Left.
Increased Speed: Z-Trigger, Right, Down, Up, Down, R-Shoulder, Up, Down, Left, Up.
Turn Off Cheats: Up, Z-Trigger, Right, Up, Down, R-Shoulder, Up, Down, Up.

Star Wars: Ep.1 Racer

Debug Trick: Go to an empty game file and push the A button. This will bring you to the screen where you would normally enter your initials. While in this screen, hold down the Z button and use the L-Shoulder button to type in RRTANGENT. Now scroll over to the "End" option while still holding Z and hit the L-Shoulder button once more. At this point nothing will happen. Now, while still holding Z, push the B button to exit the screen and then push A to bring you back into the "Initials" screen. Now, while holding Z and using L-Shoulder button, type in ABACUS. Scroll over to the "End" option and while holding Z, push L. It should say, "OK." Now begin any saved game and start a race. While in the race, pause the game. While on the "Pause" menu push Left, Down, Right, Up. The "Game Cheats" option should appear. From this screen you should be able to toggle Invincibility, AI speed, Intelligence, Mirror Mode and Edit Vehicle Stats!
Auto Pilot: First, put in the Debug Trick. Then while playing a game, press R-Shoulder+Z to activate auto pilot, where you only have to control the speed of your pod racer. Press R-Shoulder+Z again to de-activate the auto pilot and get back full control of your racer.
All Tracks and Racers: First, put in the Debug Trick. After that code has been activated, go to the main screen and press and hold L-Shoulder+R-Shoulder. Next, press Right-C. It should say, "All Pods and All Tracks Unlocked" in blue and white flashing letters. The file with all pods and tracks will be at the bottom and will be named "DBG." Go into that file and all the pods and tracks are available for use.

Tarzan

Level Select Cheat: From the main menu screen, press Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. You will see the word, "Cheats" as the last option on the menu. Access this option to get a Level Select menu. Press Right on this new Level Select menu in order to see more levels, including the bonus stages.

Tony Hawk's Pro Skater

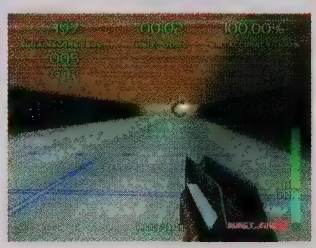
Choose Career Mode from the main menu and begin your game. While playing, press START to pause. Press and hold the L-Shoulder. While holding L, enter one of the following button combinations. The screen will shake if entered corrrectly.
Random Locations: Left-C, Right-C, Down-C, Up, Down.
Fewer Falls: Up-C, Right-C, Left, Right-C, Right, Up, Down.
Slow Motion: Down, Down, Up-C, Right-C, Left.
Turbo Skater: Right, Up, Down, Down, Up, Down.
Stats Raised to 10: Down, Right, Up, Right, Up, Left, Left-C.
All Tapes: Right-C, Left, Up, Up-C, Up-C, Right, Down, Up.
Faster Specials: Up-C, Left, Down-C, Down-C, Up, Down, Right.

Toy Story 2

Level Select: On the main menu/title screen, use the Analog Stick, not the Pad, and press it in the following directions: Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down. You

Perfect Dark

Weird Cassandra in Cinema: In the third part of the first mission (dataDyne Central - Extraction), play the game on Agent setting and finish the first objective. Go to the last room where Cassandra talks to you with her bodyguards. Before you finish the second objective (defeating Cassandra's bodyguards), you should run up the stairs and catch up with Cassandra before she leaves the building. Shoot her multiple times to get rid of her shields. Follow her outside and she will stand still. Now you can shoot up her face until it looks pretty mangled. Now go back into the building and take care of the rest of her guards. This will complete the second objective. Go back outside and rendezvous at the helipad (Third objective). When the cinema is playing, you will see that Cassandra's face will still be mangled from when you were shooting her before!
Floating Ammunition Boxes: In a multiplayer game, you can make the ammunition boxes float in the air by shooting a box into the air and grabbing it quickly before it hits the ground. The ammo box will re-spawn in the place you caught it, and be hovering over the ground.
Bottles Comment: In Carrington Villa: Hostage One, go through the level and when you get to the bottom floor with all the wine bottles on shelves, destroy every single bottle. Daniel Carrington will make a comment and say, "Act your age, Joanna."
Get Silvers and Golds on the Firing Range: Go to the Firing Range and choose the Laptop gun on any difficulty setting. Hold the B button to change to the sentry turret and then press Z to throw it at the wall behind you. Before it unfolds to become the turret, quickly press START and then abort. Press START quickly again (the turret should not be deployed) and choose the gun you want to get the silver or gold on. Now go back to the firing range screen and the turret should unfold and wipe out all the targets on the screen with a perfect score! (Note: This doesn't work with all the guns. You need to experiment to see the guns for which it works best.)



will hear an animal noise if the trick was done correctly. When you begin your game, press Right on the Analog Stick to move to different stages. Now you can choose your starting level!

Triple Play 2000

Three Balls: When you are pitching or up to bat, hold L+R+Z and press Up, Down on the D-Pad or Analog Stick. You will hear a click. One more ball and you walk!
Three Outs: Hold L-Shoulder+R-Shoulder+Z and press Down, Up on the D-Pad or Analog Stick. This is a quick way to end the innings!

Turok 2: Seeds of Evil

Enter any of these codes at the "Enter Cheat" option on the main menu screen, or when paused, access the "Enter Cheat" option and enter a code. Access the "Cheats" option to turn on the cheats of your choice.
Big Head Mode: UBERNOODLE
Stick Mode: HOLASTICKBOY
Big Hands and Feet Mode: STOMPEM
Tiny Mode: PIPSQUEAK
Pen and Ink Mode: IGOTABFA
Gouraud Mode: WHATSATEXTUREMAP
Juan's Cheat: HEEERESJUAN
Zach's Cheat: AAHGOO
Blackout Cheat: LIGHTSOUT
Frooty Stripe Characters: FROOTSTRIPE
Unlock All Cheats: Go to the main menu and access the "Enter Cheat" option. Now enter BEWAREOBLIVIONISATHAND. To activate any of the newly unlocked cheats, go to the "Cheats" section from the main menu.
Co-op Single Player Levels: *Note: Must have "Unlock All Cheats" opened for the desired level.*
Begin a Game in Multi: Go to the "Cheats" menu after players have chosen characters. Warp to desired level. You can now play cooperatively on any boss or level. Be careful about warp points—enter at the same time or it will screw up the game by loading two maps at once!

WCW Nitro

All of these codes are to be entered at the title screen.
Balloon Heads: Left-C(7), L-Shoulder, Z. Damage to wrestlers makes their heads swell.
Big Heads, Hands and Feet: R-Shoulder(7), Right-C, Z.
All Wrestlers: Right-C(4), Left-C(4), R-Shoulder(4), L-Shoulder (4), Z.
Extra Rings: Left-C, L, Right-C, R-Shoulder, Left-C, L-Shoulder, Right-C, R-Shoulder, Z.
Big Heads: Right-C(7), R-Shoulder, Z.
Dance Move: First you must unlock the extra rings to do this trick. Choose the Disco Ring from the options screen. If you hit B when competing in the Disco Ring, the fighters will do a little dance.

WinBack: Covert Operations

Trial Mode: On the title screen that says "Press Start," enter Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C-Down and press START. Now Trial Mode will be available. You can play any level in the game in this mode.
Open ALl Multiplayer Characters: On the title screen that says "Press Start," enter Up, Down, Down, Right, Right, Right, Left, Left, Left, hold C-Up and press START. This will give you access to all the characters and the bosses!
Max Power: This trick will give you all the game's weapons with unlimited ammunition. On the "Press Start" screen, quickly press C-Right, C-Left, C-Right, C-Left, C-Down, C-Up, C-Down, C-Up, then hold the L-Shoulder and press START. You will hear a gunshot if entered correctly.

WWF Attitude

In Win European Belt Mero and Sable: This unlocks the sexiest woman in wrestling and a dopey complementary wrestler.
Squeaky Voices: This option makes the announcers' voices even more annoying than they already are.
Trainer Cheat: This will unlock the Trainer who is equipped with some big-time moves and a lot of heftiness.
Win First Round of "King of the Ring"
Kurrgan and Taka: Brings about two tough and entertaining wrestlers. Taka's the pick of this litter, though.
Win Survivor Series Sgt. Slaughter and Shawn Michaels: Let the charisma shine when you unlock these two stallions.
Win Intercontinental Belt Jaqueline and Chyna: Bring these two lovely ladies to your stable. They're a perfect complement to Sable.
Extra Attributes: You'll have three more points for your created wrestlers, which makes 39 points in all!
Big Head Cheat: You'll have access to big noggins for all the wrestlers with this on.
Win Royal Rumble Paul Bearer and Jerry "The King" Lawler: Two more to choose from.
Win Heavyweight Belt Beep Mode: Bleeps out the potential profanities.
Head: Al Snow's mannequin head is now a wrestler.
Ego Cheat: Wrestlers' heads grow as the crowd praises them.

WWF Warzone

Once you've opened one of the features or modes, press L-Shoulder, then the R-Shoulder at the main menu screen to move down to the basement. From here, you can access all of the cheats you've opened!
Random Wrestler: On the character selection screen, hold Up and press Block.
Taunt Your Opponent: In the middle of a match, press A+Left-C together. Or, for an alternate taunt, press B+Down-C together.
Access Dude Love and Cactus Jack: Beat WWF Challenge on "Normal" with Mankind.
Burp and Fart Mode: Beat WWF Challenge with Mosh or Thrasher on any difficulty. Whenever you get hit or hit someone, you'll hear a burp or a fart!
Goldust's Extra Costumes: Beat WWF Challenge on Normal with Goldust to get more costumes.
Ladies Night Mode: Beat WWF Challenge with Triple H or Shawn Michaels to get access to female bodies in the Create-a-Wrestler Mode: No Wimps Mode.
Disable Blocking: Beat WWF Challenge with Faarooq or Ken Shamrock.
Cool Reflections: Beat WWF Challenge with any wrestler on any mode to turn the wrestler's shadows into full-color reflections.
Play as Sue: Beat WWF Challenge with Owen or Bret Hart to access Sue the ring girl.

WWF WrestleMania 2000

These characters aren't readily available, so here are the methods to open them up.
Dude Love: Win King of the Ring and be part of the main event at Summerslam. Dude Love will come out at the end.
Cactus Jack: Win the Hardcore Belt and then beat Cactus Jack.
Jerry Lawler and Jim Ross: These two WWF announcers join your list of wrestlers once you've made it to WrestleMania.
Shawn Michaels: Win the Royal Rumble and earn a title shot at WrestleMania. Once you win the title, Shawn Michaels will challenge you. Beat this wrestler to unlock him.
Stephanie McMahon: Play as Test for the first month and a half of Road to WrestleMania and she will accompany you.
Paul Bearer: Play as Undertaker for the first month and a half of Road to WrestleMania and he will accompany you.

Xena Warrior Princess: Talisman of Fate

For each trick, first go to the main menu screen and quickly press Right, Right, Left, Left, Right, Left, Right. You will hear a sound. Then enter the codes as shown. You will hear a sound when the code is complete.
Xena VS. Gabrielle (Hope) in Quest Mode: C-Left, C-Left, C-Left, C-Left.
Despair As a Playable Character: C-Left, C-Right, C-Left, C-Right.
Higher (Titan) Difficulty Level: C-Up, C-Down, C-Up, C-Down. A new difficulty setting called "Titan" will replace "God" difficulty.

Crash & Bash
your way through eight hazard-filled environments

Supercharge
your vehicle with a turbo injection of high-speed energy

Play Off-Road
bumper cars with split-screen head-to-head racing

Smoke
your opponent in Battle Mode. One of five hair-raising modes of play

PlayStation

MATTEL INTERACTIVE

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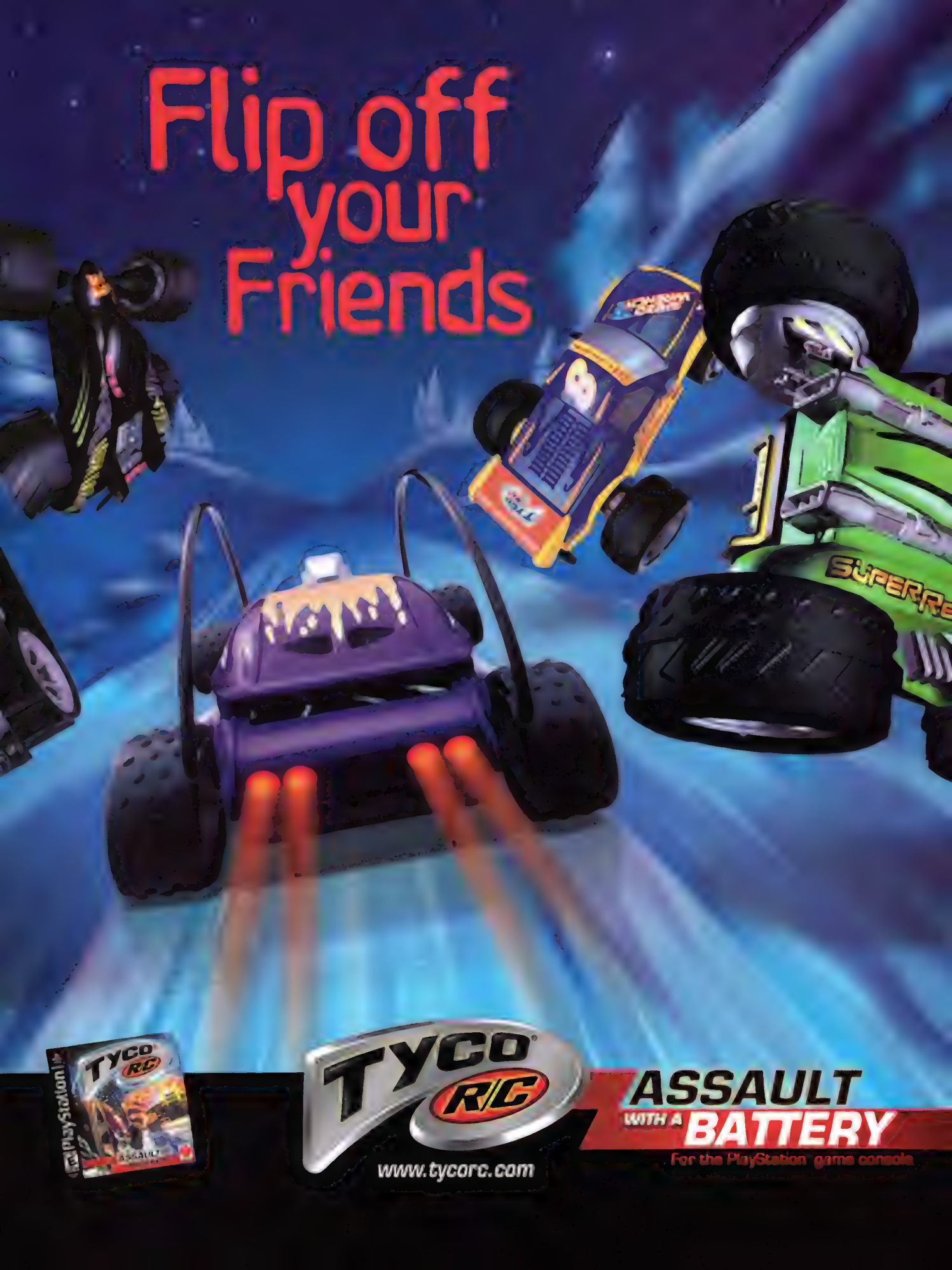
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GameShark Codes

Digimon World

Infinite Lives	801558240003
	8013D4741051
	8013D4762062
	8013D4783023
	8013D47a4034
	8013D47B5035
No Virus	8013847E0000
Perfect Balance of Happiness and Discipline	
	8013848a0065
	801384880030
Press O to Beat the Game	
	D0135450FFDF
	80134EB40003
Infinite HP	801557F0270F
	801557F4270F
Infinite MP	801557F2270F
	801557F6270F
Infinite Offense	801557E003E7
Infinite Defense	801557E203E7
Infinite Speed	801557E403E7
Infinite Brains	801557E603E7
Lots of Bits	80134EB8FFFF

Bomberman Fantasy Race

Infinite Money	8014873C03E7
Infinite Energy	800100EA0FFF
Player 1 Has All Animals	
	80148736FFFF
Lap 1 is 0:00:00	8014AB200000
Lap 2 is 0:00:00	8014AB240000
Lap 3 is 0:00:00	8014AB280000

FIFA 2000

Home Team 0 Points	
	800325140000
Home Team 20 Points	
	800325140014
Away Team 0 Points	800325180000
Away Team 20 Points	
	800325180014

Freestyle Boardin '99

Never Miss Any Flags	
	800B65F80000
Infinite Attribute Points	
	800DE5E80009
Time is 0:00:00	800B65C80000
Maximum Trick Points	800B6924FFFF

High Heat Baseball 2000

Away Team Scores 50	
	800A25280032
Away Team Scores 0	800A25280000
Home Team Scores 50	
	800A252C0032
Home Team Scores 0	
	800A252C0000
Hit Select to Have 0 Outs	
	D00E28C6FFFE
	800A85180000
Hit L2 to Have 0 Strikes	
	D00E28C6FEFF
	800A25200000
Hit L1 to Have 0 Balls	
	D00E28C6FBFF
	800A251C0000

Jeremy McGrath 2000

Stop Timer	800941640000
Start on Last Lap	D00925DC0000
	800925DC0003
Always First Place	D10925D40000
	800925D40000

Continued on Page 42

PlayStation

40 Winks

First, press START to pause the game and then press and hold the SELECT button while quickly entering these codes.

All 40 Winks: Left, Down, Right, Right, Right (You must do this code while you are in the house).
All Dream Keys: Circle, L1, L2, L1, L2 (You must do this code while you are in the house).
All 10 Moons: Up, L2, Left, R2, Left.
All 50 ZZZs: Right, L1, Up, R1, L1.
All 40 Cogs: Down, R2, L1, Up, R2.
Big Head: L1, Up, Right, L2, Up.

Akuji: The Heartless

Debug Mode: Press START to pause the game then hold L2 or R2 and press Left, Up, Up, Triangle, Right, Square, Left, Triangle, Up, Down, Right, Right. Then press X for the Debug menu to appear. You can choose many options, including your starting level!
Invincibility: Press START to pause the game, then hold L2 or R2 and press Right, Right, Left, Triangle, X, Up, Circle, Left. Akuji will be invulnerable to all hits.

Armored Core: Project Phantasma

Fixed Camera: Press and hold Circle+X simultaneously. While doing this, press START. Press START again to unpause the game and the camera will be in the "fixed" position. To return to the regular camera view, just pause and unpause the game one more time.
Cockpit View: Press and hold Triangle+Square simultaneously. While doing this, press START. Press START again to unpause the game and the camera will be in the cockpit point of view. To return to the regular camera view, simply pause and unpause the game one more time.
Change Pilot's Name: With "A.C. Name Entry" highlighted, press and hold SELECT. Then press the X button. You will now be able to change your originally registered pilot's name.
Emblem as Raven's Nest Wallpaper: While in "Edit Emblem," press and hold the L1 and R1 buttons and then press SELECT. The selected emblem will be tiled over the background.

Army Men: Air Attack

Enable All Co-Pilots: Press START on the title screen to go to the main menu. On the main menu, access the password screen. Now enter this code to get access to all the co-pilots: Up, Down, Up, Down, Up, Down, Up, Down. Press START to accept the code. Begin a new game and move down to the Co-Pilot option to access them.

Asteroids

On the title screen when "Press Start" is flashing, press and hold the SELECT button and enter one of the following codes.

Unlock Classic Asteroids: Circle, Circle, Circle, Triangle, Square, Square, Circle.
Unlock the Fourth Ship: Triangle, Circle, Circle, Triangle, Square, Circle, Square.
Level Select: Square, Triangle, Circle, Triangle, Triangle, Square, Circle (Change levels and zones and turn the collision off by pressing SELECT+START and then choosing the option you want. Press L1 to activate that specific cheat).
Classic Cheats: The following codes will work once you pause in the middle of the classic Asteroids game.
Add One Life: Up, Down, Left, Right, Circle, Square, X, Triangle.
99 Lives: Up, X, Down, Triangle, Left, Square, Right, Circle.
Invincibility: Down, Down, Up, Up, Circle, Square, Triangle, Triangle.

Eagle One: Harrier Attack

To enter these cheats, go to the main menu screen and access the options menu. You will hear a sound to confirm the trick was entered correctly.

Invincibility: R1, L1, R2, L2, L1.
Level Select: R1, L1, R2, L2, START.
Infinite Ammunition: R1, L1, R2, L2, R1.

Bass Landing

Check out the Free Fishing Mode on your next Bass Landing outing and experiment with the Lake Configuration settings. Here are some suggestions as to how to configure the lake conditions for that optimal fishing experience. Now you can hook your limit!

Lake: Lunker Lake.
Pressure: None.
Season: 4 Mid - 6 Mid (April-June) or 8 Mid - 10 Mid (August-October).
Weather Yesterday: Cloudy/Sunny.
Weather Today: Cloudy/Sunny.
Wind Direction: East.
Wind Speed: 0.0 to 1.0.
Water Temp: 60° - 70°.
Water Quality: Clear.
Start Time: 6:00 - 8:00 or 15:30 - 17:30.
Time Elapsed: None.
Best Lures: Spinnerbait and Popper.
Hint: Fish like to hide in and around vegetation.

Bust-A-Move '99

New Puzzles: At the "Press Start Button" screen, press Circle, Left, Right, Circle. You should see an enemy in the bottom-right corner of the screen. Now press START and go into Arcade Mode. Choose "Puzzle" from the game select screen. Choose your difficulty and your character. Now pick your starting level (A or B) and you will have new puzzle challenges!

Centipede

Extra Lives: Begin an Adventure game. Now press START to pause the game. While paused, press L1, L1, L2, L1. You will hear a voice say, "Wally, help me!" Press START to unpause the game, then press START one more time to pause. Press Right on the Control Pad and you will add and extra life. Keep pressing Right multiple times to add an insane number of lives!
Invincibility: Put in the extra lives code and make sure the number of lives you add ends in an odd number. The invulnerability text will appear in the upper left corner of the screen if done correctly.
Level Select: First, choose "Adventure" from the main menu screen. When you are on the screen that shows your level, press R1, R1, R2, R1. You will hear a confirming sound. By pressing Right on the Control Pad, you will be able to choose any level and world within that level.

Colin McRae Rally

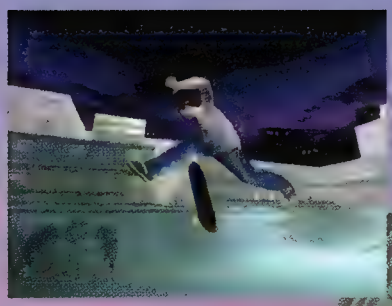
Open All Tracks: From the main menu screen, choose Championship Mode, then choose "Continue." When asked to enter your name, put in the following password: OPENROADS and then move to OK and press X. You will hear a voice say, "Trick mode enabled." Once you hear this, go back to the main menu screen and choose "Rally." When you go to choose your track (country), you will see that you can now choose the Super-Special stage in Greece.

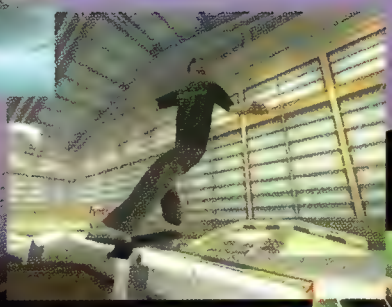
Command & Conquer: Red Alert Retaliation

In the middle of the game, press the Triangle button to bring up the sidebar. Now, move the cursor over the appropriate symbols (X, Circle, Triangle, Square) and key in each sequence with the Circle button to obtain the following results.

Win Current Mission: Circle, Circle, Triangle, X, X, Square.
Lose Current Mission: Circle, X, Circle, Square, Square, X.
Unshroud: Triangle, Triangle, X, Circle, Triangle, Square. This turns off the shroud so you can see everything in the level.
Increase Money: X, X, Square, Circle, Circle, Circle. This increases your money by $1,000 each time you enter the code.
Equip Parabomb: X, X, X, Circle, Triangle, Square.
Equip Nuke: Circle, X, Circle, Circle, X, Square. **Equip Chrono:** Square, Circle, Triangle, X, Circle, Circle.
Equip Iron Curtain: Square, X, Circle, X, Triangle, Triangle.
Change Civilian Names: Square, Square, Circle, Circle, Triangle, Triangle. This replaces the generic "civilian" names with real names.
Soylent Green: Square, X, Square, X, Square, X. Harvest people instead of ore.

Andy Macdonald
1999 X-Games Gold Medal, Vert Doubles
1999 World Cup Vert & Overall Combined Champion
World record for Longest Skateboard Jump - 56' 10.75"





Featured Skaters -
Andy Macdonald
Rick Howard
Josh Kalis
Keith Hufnagel
Danny Way
Brian Howard
Stevie Williams
Jen O'Brien
Colin McKay
Rob Dyrdek
Alan Petersen

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ESRB EVERYONE E
Mild Animated Violence
Mild Language

GameShark Codes

Continued from Page 40

Unlock Everything 800941400001
800941440001
800941100001
800941140001
800941380005

Kensei: Sacred Fist

P1 No Damage Frontal Attacks
800CF626 FFFF
800CF628 FFFF
P2 No Damage Frontal Attacks
800CE28A FFFF
800CE28C FFFF

Monster Rancher Battle Card: Episode 2

P1 Infinite GUTS 801199C20063
P1 Infinite Cards 801199C00063
P1 No GUTS 801199C20000
P1 No Cards 801199C00000
P2 Infinite GUTS 80119C140063
P2 No GUTS 80119C140000
P2 Infinite Cards 80119C120063
P1 Inf. HP all 3 Cards
801199DE0063
80119A1E0063
80119A5E0063
P2 Inf. HP all 3 Cards
80119CB00063
80119C300063
80119C700063
P1 Hit L1 for Quick Win
D0083472FEFF
80119C300000
D0083472FEFF
80119C700000
D0083472FEFF
80119CB00000
Have All Monster Cards
50002B010000
800FCDA40001

Pro Pinball: Big Race USA

Max Credits 800A29EA0063
Max Score 800AAAA8FFFF
Max Score 800AAAAAFFFF
Max Cash 800AAAF4FFFF
Always on First Ball 800AAAB00001
Have Air Bag D10BC10A7FFF
800A29EA0001
Hit Triangle to Turn On Police Chase Frenzy (Enables Multiball Mode)
D00BC10AEFFF
800AAAD80001
D00BC10AEFFF
80024850FFFF
D00BC10AFEFF
800AAAD80000
D00BC10AFEFF
800248500000

Street Fighter Alpha 3

P1 Press Medium Punch + Medium Kick To Warp Left
D01943C600C0
801942C20000
P1 Press Light Punch + Light Kick To Warp Right
D01943C60030
801942C20FFF
P1 Press L1+R1 To Warp Up
D01985D2F3FF
801942C60090
P1 Press L2+R2 To Warp Down
D01985D2FCFF
801942C60000

Continued on Page 43

Cool Boarders 4

To access these cheates, go to the name entry screen and put in the following pass-codes. You will hear a voice say, "Hey, no cheating" to confirm that you've entered the code correctly.
Every Mountain Available: ICHEAT
Every Special Event Available: IMSPECIAL

Crash Team Racing

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.
Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.
Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.
Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.
More Tracks: Right, Right, Left, Triangle, Right, Down, Down.
Invisible Racer (only wheels): Up, Up, Down, Right, Right, Up.
Super Turbo Pads: Triangle, Right, Right, Circle, Left.
Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right.
"Unlimited" Tricks: *After entering one of these next tricks, you will have to reset the game to get a different unlimited object.*
Unlimited Wumpa Fruit: Down, Right, Right, Down, Down.
Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.
Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down.
Unlock a New Racer: On the main menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS." or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode.
At main menu screen (with Adventure, Time Trial, etc.), press and hold L1+R1 and enter one of these codes (works in any mode except Adventure).
Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right.
N. Trophy: Down, Left, Right, Up, Down, Right, Right.

Croc 2

Max-Out Your Crystals: On title screen, hold down L1 and then press Square, Square, Circle, Down, Left, Right, Left, Right. Once you activate the code, begin your game and hold R2 and press Square to add 100 crystals. You can add as many as you like (press the same button sequence) for a maximum of 9,999!

Cyber Tiger

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.
Cyber Badlands Course: HARESO
Cyber Canyons Course: NAMOPI
Cyber Sawgrass Course: SECARE

Jackie Chan: Stuntmaster

Enter these tricks on the title screen where it says, "Press Start Button."
Level Select: L2, Square, Triangle, Circle, X, R2, R2. You'll hear a sound if the trick was entered correctly.
Behind the Scenes Movie: Left, Right, R1, Circle, Square, Triangle, Triangle. The "Press Start Button" text will be replaced with "Bonus Movie." Press X to see the movie.

Cyber Summerlin Course: PORASO (Now you have your choice of courses!)

Die Hard Trilogy 2

From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning John McClane figure. In the middle of the third person game, press START to pause. Now enter one of these codes for various results. For maximum results, enter the Unlimited Ammo code after the Every Weapon code.
Every Weapon: Square, Square, Circle, Circle, L1, L1.
Unlimited Ammo and Grenade Weapons: L1, L1, R1, R1, Circle, Circle.
Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.
From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning pistol. In the middle of the first-person shooting game, press START to pause. Now enter one of these codes. For best results, enter the Unlimited Ammo code after the Every Weapon code.
Every Weapon: Square, Square, Circle, Circle, L1, L1.
Unlimited Ammo: L1, L1, R1, R1, Circle, Circle.
Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.
Automatic Weapon Reload: Square, Square, Triangle, Triangle, Circle, Circle.
Super Slow Rockets: L1, R1, R1, L1, Triangle, Square.
Slow Motion Movement: Triangle, L1, Triangle, L1, Triangle, L1.
Debug Menu: On the main menu screen, press L1, L1, Circle, Circle, Square, Square. The "Debug" menu will appear with the options of a Movie Player and Direct Level Access. Now you can watch any movie or choose any starting level in the game!

Eliminator

Enter these cheats from within the "ID Selection" screen in the menu.
Secret Level: WAKYLEVL (When the secret level is activated all other cheats should be canceled. The player must shoot the Bonus Pod and reach the end of the level to progress to the next level. If you haven't killed the Pod when he gets to the end of the level, the game will be over. The player must reach the end of the Secret Bonus Level to reach the Secret Boss Level.)
Invulnerability: CLEVALAD (When Invulnerability is activated, the player will not take any damage. Do not have the shield effect on when using this cheat.)
Max Primary Weapons: GUNCRAZY (When activated, all primary weapons will be at full strength)
Max Secondary Weapons: MAXMEOUT (When activated, all secondary weapons have an ammo limit of 99)
Cadillac Car: NEWWEELS (When activated, an extra car is added to the in-game ship select screen)
Max Out Time: WAITABIT (On collection of each time pickup, you will be given 10 minutes, regardless of what time the pickups actually show)

Fear Effect

Press START on the title screen, then go to the "Options" screen. From there, access the "Credits" option. On the "Credits" screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered correctly.
999 Ammunition: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle.
Unlimited Health: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square.
One-Hit Kills with Firearms: L1, Triangle, Up. Down, Circle, Circle, Triangle, Square, Down, R1.
Suicide Mode (NPCs are stronger): Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right.

FIFA 2000

Hidden Super Teams: After choosing a mode of play, go to the team select screen and cycle through the categories until you see "Rest of the World." Now move down to the teams and cycle through until you see four EA teams (EA1 through EA4). These special Electronic Arts teams have very high attributes. For a perfect team, scroll through until you reach a team called Special Guests. This incredible team has full attributes.

Frogger

Once you do either of these tricks, you'll see the results in text on the bottom of the screen.
All Zones Open: Pause the game during play and press Right, Square, Triangle, Square, Triangle, R1, L1, R1, L1, Circle.
Infinite Lives: Pause the game during play and press Right, Square, Triangle, Square, Triangle, X.

Gekido: Urban Fighters

Play the game until you get a high score. When the "Hi Score" screen appears, enter one of the following names and then choose "Options" on the main menu for the results

shown below.
Deformed Mode: DEFORMANIA
Skeleton Mode: BONECRACK

Gex 3: Deep Cover Gecko

Debug Menu: Press START to pause the game in the middle of play. Hold R2 and press Up, Circle, Right, Up, Left, Right, Down. A confirming sound should be heard if done correctly. While playing, press SELECT to see the Debug menu.
Invincibility: To make Gex invincible, press START to pause the game and hold L2. With L2 held, press Down, Up, Left, Left, Triangle, Right, Down. Now you won't lose any paws when you are hit!
Blabbermouth Gex: To hear all of Gex's phrases, press START to pause the game and hold L2. With L2 held, press Down, Right, Left, Circle, Up, Right. Press the SELECT button to hear Gex's comments whenever you want.

Grand Theft Auto 2

From the main menu, access "Play" and then "Player Name." Enter the name of your player as one of these codes for the results shown.
No Police: LOSEFEDS
10,000,000 Points: BIGSCORE
Multiplier x5: HIGHFIVE
All Weapons: NAVARONE
Unlimited Energy: LIVELONG
Most Wanted: DESIRES (Your "wanted" level is maxed out. Everyone will be after you.)
Level Select: When asked to enter your player's name, put in ITSALLUP on the entry screen. Now you can choose your level!

Grind Session

All Tricks Enabled: Press START to pause the game, then press Down, Left, Up, Right Down, Left, Up, Right. "All Tricks Enabled" will appear on the screen. Now when you access the Trick List, you will see all of them are enabled.

Heart of Darkness

All Levels and Cinemas: With the game off, make sure you have a Controller in Port Two. Now hold down all four Shoulder buttons. Turn the game on and when you get to the main menu screen, access the options screen (while still holding the four buttons). From the options, you'll go to the Treehouse. From there go to Load Game and you'll have access to all levels and cinemas!

Hello Kitty's Cube Frenzy

Bonus Options: When "Push Start" appears at the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, Down, Up. If you entered the code correctly, you will hear a sound. Then, press START to access new options including hidden modes and viewing the ending FMV sequences.

Hot Wheels: Turbo Racing

Enter any of the following codes on the main menu screen. You will hear a sound to confirm correct entry.
Unlimited Turbos: R2, L1, Square, Triangle, R1, L2, L1, R2.
Towjam Car: Square, Triangle, L1, R1, L2, R2, Square, Triangle.
Huge Tires: Square, Triangle, Square, Triangle, R1, R1, L2, L2.
Tiny Cars: Square, R2, L2, Triangle, Triangle, L2, R2, Square.
Flat Graphics: L1, R1, L2, R2, L1, R1, L2, R2.
Strange Sounds: R2, R1, L2, R2, Square, Triangle, L1, R1.

Irritating Stick

Extra Lives: At the mode select screen, highlight "1P Play" and press Right on the D-Pad four times. Highlight "Tournament" and press Right on the D-Pad one time. Highlight "Course Edit" and press Left on the D-Pad twice. Highlight "Option" and press Left on the D-Pad six times. Now highlight "1P Play" and press X. You will hear the crowd cheer to confirm the code. Now you will begin the game with seven lives instead of three!

Jade Cocoon: Story of the Tamamayu

Free Mugworts: Start a new game and go through the entire introduction sequence until you get to Koris in Beetle Forest. He will be waiting to train you. Talk to him, then go to attack and defend. He will give you a free Mugwort to start with, then you must disobey his commands while in training. He will make you start over, but you will still have the Mugwort. Repeat this process and he will keep giving you Mugworts. This way you can build up your Mugworts without effort!

Killer Loop

On the main menu screen, press and hold the START button. With START held, press the following buttons for these results.
Class 2 H&K Tripod: Down, Left, Up, Left, Down, Right, Up, Left.
Class 2 Sinus Tripod: Down, Left, Up, Left, Down, Left, Up, Right.
Class 3 Pulse Tripod: Down, Left, Up, Left, Down, Right, Up, Right.
Class 3 Reac Tripod: Down, Right, Up, Left, Down, Left, Up, Left.
Class 3 Sinus Tripod: Down, Left, Up, Right, Down, Left, Up, Left (note: This also opens up Killer Loop Mode).
Class 4 H&K Tripod: Down, Right, Up, Left, Down, Left, Up, Right.
Class 4 Sinus Tripod: Down, Left, Up, Right, Down, Right, Up, Right.
Class 4 Pulse Tripod: Down, Left, Up, Right, Down, Right, Up, Left.
Class 4 Reac Tripod: Down, Right, Up, Left, Down, Right, Up, Right.
All Tracks: Up, Left, Down, Left, Up, Left, Down, Right.

Knockout Kings 2000

Pulsating Heads: Go into Career Mode and create a new boxer. When asked to enter your name, put in THROB and then select your Gym. You will see the boxer's head shrink and grow repeatedly.
Unlock Mills Lane: Go into Exhibition and fight a match in any weight class. During the fight, you must be disqualified by giving your opponent a kick to the stomach three times. Do this by pressing Triangle+Square+Circle+X simultaneously. Once the match is called, you will be taken back to the "Exhibition" screen. Choose the Middleweight class and scroll over until you see Mills Lane with boxing gloves!

Legacy of Kain: Soul Reaver

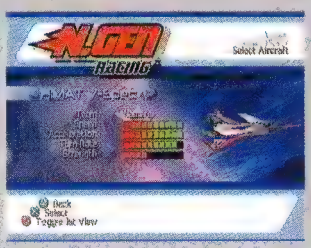
Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.
Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.
Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.
Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.
Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.
Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.
Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.
Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.
Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.
Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.
Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.
Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.
Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.
Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.
Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.
Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.
Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.

LUNAR: Silver Star Story Complete

Lords of Lunar Mini-Game: Insert the "Making Of Lunar" disc. Then, when the video sequence of the making of game begins, press Up, Down, Left, Right, Triangle, START. You will be taken to a new title screen called, "Lords Of Lunar!" You and one other player can battle against six computer players. You can choose your character for the castle you defend, set up your options and more!

NGEN Racing

Enter these tricks on the main menu screen.
All Arcade Mode Tracks, Classes and Jets: R1, L1, R1, R2, L2, R2, L2, L1.
NGEN Mode Extra Jets: R1, R2, L1, L2, L2, L1, R2, R1.
400,000,000 Credits: R2, L2, R2, L1, R2, R1, R2, L1.



GameShark Codes

Continued from Page 42

P2 Press Light Punch + Light Kick To Warp Left
D019480E00C0
8019470A0000
P2 Press Medium Punch + Medium Kick To Warp Right
D019480E0030
8019470A0FFF
P2 Press L1+R1 To Warp Up
D01985FAF3FF
8019470E0090
P2 Press L2+R2 To Warp Down
D01985FAFCFF
8019470E0000
Super Turbo Mode 3019D3200001
P1 Highlight ? to Play As Shin-Bison
3019443E0000
D01943E6000A
3019443E0001
D019443E0001
8019443E0F00
301948860000
D019482E000A
301948860001
D01948860001
P2 Highlight ? to Play As Shin-Bison
801948860F00
Soul Illusion Never Runs Out (ROSE)
8019BD680091
8019BC1C0091
8019E3300091
8019E1E40091

Strider 2

Infinite Health 800ABA320006
800ABA340006
Max Score 800D9DECE0FF
800D9DEE05F5
Have Infinite Boosts 800ABB380004
Unlock All Levels 300D9E070006
Stop Timer 300D9E030063
Hien Mode 800A8D5A0001
Stop Timer (Strider 1)
8006308A0032
Max Score (Strider 1) 80062F5CE0FF
Max Score (Strider 1) 80062F5E05F5
Infinite Lives (Strider 1)
80062F520363
Have Robot (Strider 1)
80062F860100

Surf Riders

Stop Timer 800AC4500063
Perfect Score Slot 1 3007AFD20064
Perfect Score Slot 2 3007AFD30064
Perfect Score Slot 3 3007AFD40064

Tenchu 2

RIKIMARU:
Press SELECT for Throwing Stars / Caltrops Available at Weapon Select Screen
D00CE97AFFFE
8001001CF0F0
Press SELECT for Grenade / Mine Available at Weapon Select Screen
D00CE97AFFFE
8001001EF0F0
Press SELECT for Blow Gun / Exploding Arrow Available at Weapon Select Screen
D00CE97AFFFE
80010020F0F0
Press SELECT for Smoke Bomb / Poison Rice Available at Weapon Select Screen
D00CE97AFFFE
80010022F0F0

Continued on Page 44

GameShark Codes

Continued from Page 43

Press SELECT for Colored Rice / Ninja Camouflage Available at Weapon Select Screen
D00CE97AFFFE
80010024F0F0
Press SELECT for Blinding Dust Available at Weapon Select Screen
D00CE97AFFFE
80010026F0F0
Press SELECT for Leaves of Stealth / Dragon's Breath Available at Weapon Select Screen
D00CE97AFFFE
80010028FFF0
Press SELECT for Sleeping Gas / Ninja Armor Available at Weapon Select Screen
D00CE97AFFFE
8001002AF0F0
Press SELECT for Ninja Rebirth Available at Weapon Select Screen
D00CE97AFFFE
8001002CFFF0
Press SELECT for Air Bottle / Antidote Available at Weapon Select Screen
D00CE97AFFFE
8001001AF0F0
Press SELECT For Healing Potion Available at Weapon Select Screen
D00CE97AFFFE
80010018F0FF
D00CE97AFFFE
80010036F0FF
Press SELECT for Air Bottle / Antidote Available at Weapon Select Screen
D00CE97AFFFE
80010038F0F0
AYAME:
Press SELECT for Throwing Stars / Caltrops Available at Weapon Select Screen
D00CE97AFFFE
8001003AF0F0
Press SELECT for Grenade / Mine Available at Weapon Select Screen
D00CE97AFFFE
8001003CF0F0
Press SELECT for Blow Gun / Exploding Arrow Available at Weapon Select Screen
D00CE97AFFFE
8001003EF0F0
Press SELECT for Smoke Bomb / Poison Rice Available at Weapon Select Screen
D00CE97AFFFE
80010040F0F0
Press SELECT for Colored Rice / Ninja Camouflage Available at Weapon Select Screen
D00CE97AFFFE
80010042F0F0
Press SELECT for Blinding Dust Available at Weapon Select Screen
D00CE97AFFFE
80010044F0F0
Press SELECT for Leaves of Stealth / Dragon's Breath Available at Weapon Select Screen
D00CEZ97AFFFEZ
80010046FFF0
Press SELECT for Sleeping Gas / Ninja Armor Available at Weapon Select Screen
D00CEZ97AFFFEZ
80010048F0F0

Continued on Page 46

Madden NFL 2000

Enter one of the following codes at the code entry screen to activate the corresponding cheat function.

20 Yard First downs: FIRSTIS20
Super Stiff Arm: SMACKDOWN
Super Jump: SPRONG
More Injuries: PAINFUL
More Sacks: QBINTHECLUB
More Fumbles: ROLLERGIRL
Easier Interceptions: PICKEDOFF
No Interceptions: EXPRESSBALL
Less Penalties: REFISBLIND
Big Versus Small Players: MINIME
Camera Follows Football: VERTIGO
Antarctica Stadium: XMASGIFT
Dodge City Stadium: WILDWEST
EA Sports Stadium: ITSINTHEGAME
Tiburon Stadium: WEPUTITTHERE
Tiburon Bros. Stadium: COTTONCANDY
Industrials Team: INTHEFUTURE
Marshalls Fantasy Team: COWBOYS
All-Madden Team: TEAMMADDEN
All '60s Team: MOJOBABY
All '70s Team: LOVEBEADS
1972 Steelers Team: DONTGOFOR2
1972 Raiders Team: GETMEADOCTOR
1976 Raiders Team: GAMMALIGHT
1976 Patriots Team: HACKCHEESE
1981 Dolphins Team: 15MOREMIN
1981 Chargers Team: BUILDMONKEYS
1985 Dolphins Team: CHICKIN
1985 Bears Team: DOORKNOB
1986 Browns Team: KAMEHAMEHA
1986 Broncos team: BLUESCREEN
1988 49ers Team: CALLMESALLY
1988 Bengals Team: PTMOMINFOGET
1990 Giants Team: PROFSMOOTH
1990 Bills Team: SPOON
1995 Steelers Team: STEAMPUNK
1995 Colts Team: PREDATORS
1997 Packers Team: TUNDRA
1997 Broncos Team: EARTHPEOPLE

Marvel vs. Capcom

Hidden "EX" Option: Press START at the title screen. When the main menu appears, highlight "Option," press and hold SELECT and then press START. The "EX" option will appear and you'll be able to choose your vitality, recovery speed, a full hyper combo gauge and more!

Medal of Honor

Each of these codes will make the Enigma flash green to confirm correct entry.

Captain Dye Mode: Go to the Enigma machine before starting a new game. Enter CAPTAINDYE into the machine. While this mode is turned on, your amount of health is consistent in all levels within a mission. If you finish the game in this mode, you will unlock all the hidden multiplayer characters by winning the game's secret commendation!
Nifty Multiplayer Power-ups: Go to the Enigma machine before starting a new game. Enter DENNISMODE to turn on "Nifty Multiplayer Powerups." Using this code adds an entirely new dimension to the multiplayer game!
American Movie Mode: Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie Mode. With this code, the Germans will speak to you in English (much like a terrible American movie).
Unlock Col Müller: Go to the Enigma machine before starting a new game. Enter BIGFATMAN. This unlocks the sinister Col Müller in Multiplayer Mode.

From the options, choose "Password" and enter any of these codes into the Enigma Machine.

Unlimited Ammo: BADCOPSHOW
4x Firing Rate: ICOSIDODEC
Reflecting Shots: GOBLUE
Unlock William Shakespeare in Multiplayer: PAYBACK
Unlock Winston Churchill in Multiplayer: FINESTHOUR
Unlock the Raptor in Multiplayer: SSPIELBERG
From the options screen, choose "Password," then enter any of these codes into the Enigma Machine (These codes work in Multiplayer Mode.)
Codes for Multiplayer Mode:
Unlock Wolfgang: HOODUP
Unlock Bismarck: WOOFWOOF
Unlock Otto: HERRZOMBIE
Unlock Noah: BEACHBALL
Unlock Von Braun: ROCKETMAN
Codes Unlocked on the Gallery Screen:
Unlock the Making of Level 1 (History): INVASION
Unlock the Making of Level 2 (History): BIGGRETA
Unlock the Making of Level 3 (History): DASBOOT
Unlock the Making of Level 4 (History): STUKA
Unlock the Making of Level 5 (History): KOMET
Unlock the Making of Level 6 and 7 (History): TWOSIXTWO
Unlock the Making of Level 8 (History): VICTORYDAY
Pictures of the Development Team: DWIMOHTEAM
Secret Photo Gallery of Staff: DWIGALLERY
L. Henson Picture: COOLCHICK
A. Jones Picture: AJRULES
Mission Log Codes: *For the next two codes, load a saved game, enter the password, then highlight Mission Log and go to any previous stages. Turn on the options in the "Secret Codes" screen.*
Audie Murphy Mode (Invincibility): MOSTMEDALS
Wire Frames: TRACERON
Cheaters Never Prosper: *Enter these codes on either the title screen or the main menu. You will hear a voice say, "Cheaters never prosper" once the trick is entered correctly.*
All Levels Open: Down, Up, Right, Left, Triangle, X, Square, Circle.
Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square.
All the Gold Medals: Down, Up, Left, Right, Triangle, X, Square, Circle.

MediEvil II

Cheats Menu: Press START to pause the game, then press and hold the L2 button. While holding it, press Triangle, Circle, Triangle, Circle, Circle, Triangle, Left, Circle, Up, Down, Right, Circle, Left, Left, Triangle, Right, Circle, Left, Left. "Cheats" will appear at the bottom of the pause menu. Access this new option to receive Complete Level, Invulnerability, Danhand Ability, All Levels Open and Head Size. You'll also open options that add health, money and weapons!

Metal Gear Solid

Snake's Tuxedo: To play as Solid Snake in a tuxedo, you'll have to beat the game twice using your old save data to reload new games. Then, on the third game, Snake will change into his tuxedo when he is on the elevator coming out of the dock.

MLB 2000

Heavy Hitter: Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time.

Monster Rancher

To do this trick, your breeding status must be in master rank (R-10). You must also have another game called "Tecmo's Deception" to do this trick.

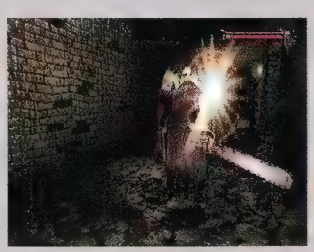
Secret Monster: When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called Ardebaren when you generate a monster in the shrine! Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.

Monster Seed

All Monsters: Go to the menu screen at the Soulin Monster Ranch and highlight "Buying A Monster." Enter R2, R1, L2, L1, R1, R2, L1, L2, L2. You'll hear a sound confirming that it worked. You can select from different monsters and even rulers, rogues and huntsmen.
See Ending: To see the ending without beating the game, at the title/main menu screen enter L2, R1, L1, R2, L2, R1, L1, R2, R2. You will hear a sound to confirm that it worked. A

Nightmare Creatures II

Invulnerability: In the middle of the game, press START to pause, then hold L1+R2+Square+Circle. With these held, press SELECT. The hidden Cheats Menu will appear. Now you can give yourself unlimited life.
Level Select: On the main menu, highlight New Game and hold L1+R2+Square+ Circle. With these held, press SELECT. You will see the level text in the upper left corner of the screen. Press Right to advance levels and when you get to the one you want, press X.
Debug Text: In the middle of the game, and without pressing START to pause, hold L1+R2+Square+Circle. With these held, press SELECT.



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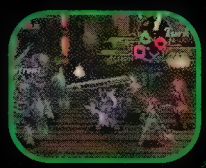
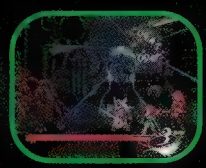
Heed the call. And find out why death is only the beginning.





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PlayStation

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TEEN
T
CONTENT RATED BY ESRB

Mild Animated Violence
Mild Language
Suggestive Theme

GameShark Codes

Continued from Page 44

Press SELECT for Ninja Rebirth
Available at Weapon Select Screen
D00CEZ97AFFFEZ
8001004AFFF0

AYAME & RIKIMARU:
Invisible to Normal Enemies
EZ008CDC80000
3008CDC80002

Threads of Fate

L2 to Refill HP D00C5322FEZFF
8009B36803EZ7
Infinite HP 8009B36C03EZ7
L2 to Refill MP D00C5322FEZFF
8009B36A03EZ7
Infinite MP 8009B36EZ03EZ7
Max Strength 8009B37003EZ7
Max Strength Bonus
8009B37803EZ7
Max Defense 8009B37403EZ7
Max Defense Bonus
8009B37EZ03EZ7
Super Jump 800A8BEZ00000
Infinite Money 8009B2D8EZ0FF
8009B2DA05F5
Have All Items 500011010000
3009B3A00063
Have All Monsters 500021020000
8009B3B803EZ7
Have All Magic 8009B2C400FF
Have No Magic 8009B2C40000

X-Men: Mutant Academy

P2 Never Lose D00A1F280001
800A1F280000
P2 One Match Win D00A24FC0000
800A24FC0001
P2 Ultrafast Win D00A24FC0000
800A24FC0002
Stop Timer 8009EZB440062
Hit Select for 00 Time
D00D86C2FFFEZ
8009EZB440000
Sudden Death Mode
D009EZB440019
800A1EZ5C0001
D009EZB440019
800A24320001
P1 Infinite Counters 800A1F400000
P1 No Counters 800A1F400003
P1 Max Super Meters
800A1F381400
800A1F3A1EZ00
800A1F3C2800
P1 No Super Meters 800A1F380000
800A1F3A0000
800A1F3C0000
P2 Max Super Meters
800A250C1400
800A250EZ1EZ00
800A25102800
P2 No Super Meters 800A250C0000
800A250EZ0000
800A25100000
Unlock Toad 800BEZ56CFFFF
Unlock Mystique 800BEZ56EZFFF
Unlock Sabretooth 800BEZ570FFFF
Unlock Magneto 800BEZ572FFFF
P1 Ultrafast Win D00A1F280000
800A1F280002
P1 Infinite Health 800A1EZ5CB400
P1 50% Health 800A1EZ5C5A00
P1 Low Health 800A1EZ5C000A
P2 Infinite Health 800A2432B400
P2 50% Health 800A24325A00
P2 Low Health 800A2432000A
P1 Never Lose D00A24FC0001
800A24FC0000
P1 One Match Win D00A1F280000
800A1F280001

new menu option called "Ending" will appear underneath the others. Accessing it will get you to the ending of the game.

NASCAR Rumble

Tracks and Pro Drivers: From the main menu screen, choose "Game Options." Access Load and Save and move Left for the "Password" option. On the password screen, enter C9P5AU8NAA. All drivers under the pro level will be open and all the tracks will be available, including the bonus.

NBA Live 2000

From "Game Setup," press Circle button for the Quick menu. Scroll down to the player icon, press Right on the D-pad and select the "Create Player" icon by pressing the X button. Now you are at the "Create Player" screen. Enter the first part of the code in the "First Name" entry field. Press the X button to accept the name. Then, enter the second part of the code in the "Last Name" entry field. Press X to accept the name. You will be notified after the code is entered that the player has been unlocked. Next, visit the "Unlock Legends" screen by pressing START to return to "Game Setup. Then, press Circle to bring up the Quick menu. Scroll down to the "Star" icon and press the X button. This will open the "Unlock Legends" screen. To activate a Legend, highlight his name in this screen and hit the X button. He will appear in the "Free Agents Pool, where you can sign him to any empty team slots. Note: *The first name and last name parts of the code go into separate fields. First names are separated from last names below with the slash. Example: First name/Last name.*

1. '50s Legends Starting Lineup...
Bob Pettit ('50s): Crash/Boards
Dolph Schayes ('50s): Set/Shot
Paul Arizin ('50s): Pitchin'/Philli
Bill Sharman ('50s): Charity/Stripe
Bob Cousy ('50s): B-Balls/Cooz
2. Five Knicks Legends...
Walt Frazier ('70s): Cool/Clyde
Harry Gallatin ('50s): Iron/Horse
Willis Reed ('60s): Soft/Touch
Earl Monroe ('70s): Magic/Pearl
Richard Guerin ('50s): Play/Maker
3. Five Historical Forwards...
George Yardley ('50s): Yard/Bird
Jerry Lucas ('60s): Lucas/Layup
Billy Cunningham ('70s): Leaping/Kangaroo
Cliff Hagen ('50s): Hook/Shot
Rick Barry ('70s): Foul/Shot
4. Five Dunking Legends...
Shawn Kemp ('90s): Power/Dunker
Julius Erving ('80s): Doctor's/In
Dominique Wilkins ('80s): High/Light
Moses Malone ('80s): Free/Throws
Grant Hill ('90s): Class/Act
5. Five Dream Team Legends...
Karl Malone ('90s): Mailman/Delivers
Charles Barkley ('80s): Mound of/Rebound
John Stockton ('90s): Jazz/Man
Reggie Miller ('90s): Outside/Threat
Lenny Wilkins ('60s): Player/Coach
6. Five Assisting Legends...
Oscar Robertson ('60s): Bucks/Big O
Dave Bing ('70s): The/Duke
Isiah Thomas ('80s): Bad Boy/Zeke
Nate Archibald ('70s): Big/Tiny
Pete Maravich ('70s): Passing/Pistol
7. Five Celtic Legends...
Larry Bird ('80s): Celtics/Pride
Robert Parish ('80s): Celtic/Chief
Dave Cowens ('70s): Red/Head
Tommy Heinsohn ('60s): Flat/Shot
Sam Jones ('60s): Bank/Shot
8. Five Scoring Guards...
Larry Costello ('50s): Cross/Over
Hal Greer ('60s): Jump/Shot
Mitch Richmond ('90s): Live/Coverman
George Gervin ('80s): Chilled/Iceman
Gary Payton ('90s): Human/Glove
9. Five Legendary Centers...
Bill Russell ('60s): All/Defensive
Bob Lanier ('70s): Big/Foot
Bill Walton ('70s): Shot/Blocker
David Robinson ('90s): Spurs/Admiral
Patrick Ewing ('90s): Player/President
10. Five Laker Legends...
Jerry West ('60s): The Mr./Clutch
Earvin Johnson ('80s): Magical/Guard
James Worthy ('80s): Big/Game
Shaqulle O'Neal ('90s): Little/Warrior
Elgin Baylor ('60s): Offensive/Force
11. Five NBA Champions...
Wilt Chamberlain ('60s): Big/Goliath
John Havlicek ('70s): John/Hondo
Kevin McHale ('80s): Sixth/Man
Scottie Pippen ('90s): Complete/Game
Andrew Phillip ('50s): Whiz/Kid
12. Millenium Michael and Friends...
Michael Jordan ('90s): Come Fly/With Me
Carlo Braun ('50s): Hard/Wood
Walt Bellamy ('60s): No/Comment
Wes Unseld ('70s): Glass/Cleaner
Hakeem Olajuwon ('80s): The Dream/Machine

NBA Shoot Out 2000

Hidden Easter Egg Menu: While playing a game, press START to pause and then press the L2+R2+Square buttons simultaneously. The Easter Eggs menu will appear and you will be able to choose new options such as big heads, big feet, gravity, speed, etc.

Need for Speed: High Stakes

Cop Code: Enter the game option screen and select the "User Name" option. Enter the name NFS_PD. This will allow any unlocked cop car to race on any track.

NFL GameDay 2000

Enter the options screen and choose the "Easter Eggs" selection. Then, enter one of the following codes to activate the corresponding cheat function.
Receivers Catch Better: GLOVES
Super Speed Bursts: JUICE
Super Stiff Arm: PISTON
All Players Have Equal Abilities: EVEN TEAMS
No Penalties for Home Team: HOME COOKING
Running Back Is Juiced: DAVIS
Hidden Difficulty Level: GD CHALLENGE
Large Players: GOLIATH
Tall and Thin Players: PENCILS
Tiny Players: FLEA CIRCUS

NHL 2000

Under the "Advanced" options, select Rosters. Now go to the "Player Management" option and choose Create Player. From here, you can create high statistic players as shown.
Awesome Players: Name your player Peter Forsberg or Joe Sakic. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. You can change this player's name, but don't change any other attributes. Create many players like this to get a team with high stats.
Awesome Defensemen: Name your player Sandis Ozolinsh. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. Now you can change this player's name, but don't change any other attributes. Create many players like this to get defensemen with high stats.
Awesome Goalie: Name your player Patrick Roy. After you do this, it will ask you if you want to create a player like him. Answer "Yes" to this question. Now you can change this player's name, but don't change any other attributes. Now you can have a goalie with high stats.

NHL: Rock the Rink

From the main menu screen, choose the NHL Challenge option. Highlight "New User" and enter one of the names below to get these results.
NHL Teams Available: BAILEY
Boards Reward: POWER SLAM (Go back to the main menu and access the Rewards option. Move to Boards and the Rubber option will be open.)
Bonus Moves: IAMWEAK
Sound Effects Reward: NO CHANCE (Go back to the main menu and access the Rewards option. Move to Sound Effects. Now the Action Movie and Cartoon option will be open.)

Ninja: Shadow of Darkness

Invincibility: Pause the game at any time and press L2, R2, L2, L2, L2, R2, R2, then Circle, Triangle, Square, Circle, Triangle and Square. Listen for a chime to verify that you entered the code correctly. When you unpause, you'll be a skeleton with infinite lives, energy, smoke bombs, magic potions and full scroll power! To revert back to a ninja, simply pause and re-enter the code. However, when you do, you'll get to keep all of the maxed-out items you got when you were the skeleton!
Level Select: Remove your memory card then turn on the PlayStation. When the screen says, "Checking Memory Card," quickly press L2, L2, L2, R2, R2, R2. The words, "Dels Level Cheat On" will briefly appear. Start a new game and you'll access the "Level Select" menu.

Oddworld: Abe's Exoddus

Level Select: At the main menu, hold R1, then press Down, Up, Left, Right, Triangle, Square, Circle, Triangle, Square, Circle, Down, Up, Left, Right.
View all FMVs: At the main menu, hold R1, then press Up, Down, Left, Right, Square, Circle, Triangle, Circle, Square, Circle, Up, Down, Left, Right.
Invincibility: While playing a game, hold R1, then press Circle, Triangle, Square, X, Down, Down, Down, Circle, Triangle, Square, X.
Next Section Warp: During the game, hold the R1 button and press Circle, Circle, X, X, Square, Square. This cheat will take you to the next section of the game, and you can use the cheat as often as you like to get past difficult areas of the game. *Note: Skipping sections of the game will decrease the number of saved Mudokons in the game!*

Pitfall 3D

At the title screen, access the "Password" option from the main menu. From the "Password" screen, enter any of the following codes for these results.
Add 10 Lives to Next Game: GIVEMELIFE

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Construct an intricate network one station at a time!

FORGE AN EMPIRE ON IRON HORSE POWER

Sega Dreamcast

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C.O.D.E. NAME Games

O.D.T.

Press START to pause the game in the middle of play and enter these codes for the results shown.

Fill Health: Left, Right, Left, Right, Square.
Fill Mana: Left, Right, Left, Right, Circle.
Fill Ammo: Left, Right, Up, Down, Circle, Square.
Power-Up Weapons: R1, L1, R2, L2, Left, Right, Up, Down.
Raise Abilities: Square, Circle, Triangle, SELECT, Left.
Fill Experience: Circle, Square, L1, L2, R1, SELECT.
Turn Off Monster Energy: Triangle, Square, Circle, Triangle, Circle.
50 Lives: Triangle, Up, Circle, Right, SELECT, Square.
Raise Level for Each Spell: Down, Triangle, SELECT, L1, R1, SELECT.

N20

At the main menu, scroll through the choices until you see "Game Options." Access this option and inside this options menu, scroll until you see "Enter Code." Now access this option and enter the following cheats for the results shown.

Firewall Cheat: X, X, Square, X, X, X, Triangle, Triangle.
Weapons Cheat: Square, X, Circle, Square, X, Square, Circle, Square.
Infinite Lives: Circle, X, X, Triangle, Square, Triangle, Square, Circle.
Access Any Level: Square, Triangle, Circle, Triangle, X, Triangle, Square, X.
Bonus Ship: X, X, X, Square, Triangle, Circle, X, Triangle.
Bonus Level Access: Square, Square, Square, Triangle, Circle, Triangle, Square, Square.
Water Effect On: Circle, X, Square, Triangle, Triangle, Circle, Triangle, Circle.
No Bonus Reset After Death: Square, Triangle, X, Triangle, Circle, Square, Triangle, X.
Disable Cheats: Square, Square, X, Circle, Circle, Circle, Circle, Triangle.

S.C.A.R.S.

On the title screen, press START. On the player select screen, choose your number of players. On the game select screen, highlight and choose "Options." On the options screen, choose "Settings." Now move down and highlight the "Password" option and enter one of the codes as shown for various results.

Crystal Cup: GLASSX
Diamond Cup: ROCKYY
Zenith Cup: ZDPEAK
Challenge Mode: XPERTS
Scorpion Car: DESERT
Cobra Car: RATTLE
Cheetah Car: RUNNER
Panther Car: MYSTER
Activates the Codes: ALLVID

Plays All Movies: PLAYMOVIES
Plays The Original Comic-Style Cutscenes: PITFALLCOMIC
Get 99 Lives: STEVECRANEME
See Harry in 2D: 2DHARRY
Make Harry Weightless: ZEROGHARRY
Huge Head Harry: BIGHEADHARY
Turn Off In-Game Quips: STOPTALKING
See Credits Sequence: CREDITS
Special Credits Screen: Holding R1 at the end of the last credit, the "Thanks to Families" screen, brings you to a "Self-Congratulatory Credit" screen.

Pong

From the course select screen, press the Circle button and enter one of these codes as a password to open up new courses.

Cyber Badlands Course: HARESO
Cyber Canyons Course: NAMOPI
Cyber Sawgrass Course: SECARE
Cyber Summerlin Course: PORASO (Now you have your choice of courses!)

Populous: The Beginning

Cheat Mode: On the main menu screen, begin a New Game. Choose the first scenario, "The Journey Begins." In this level, move the arrow onto a tree in the level and press the X button. Do this for every tree in the level. Once you do this, press START to pause. You will see a new option at the bottom of the list called "Cheats." Now you have access to all buildings, spells and maximum mana!

Rainbow Six

Press START to pause the game in the middle of play. Then hold the L1 button and press the following buttons to activate the codes shown below.

All Doors Unlocked: Triangle, Square, Square, Triangle, X, Circle, Square, Triangle.
Invincible Hostages: Circle, Circle, Square, Triangle, X, Triangle, X, Circle.
Reload Ammunition: Square, Square, Circle, Triangle, X, Triangle, X, Triangle.
Terrorists Removed: Triangle, Circle, Circle, Triangle, Square, X, Triangle, Circle.
Remove All Operatives: Triangle, Triangle, X, Circle, Circle, X, Square, Square.

R/C Stunt Copter

On the title screen or the main menu, enter one of these codes to unlock many cool cheats. You will hear a voice say, "Cheaters never prosper" once the trick is entered correctly.

All Levels Open: Down, Up, Right, Left, Triangle, X, Square, Circle.
Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square.
All the Gold Medals: Down, Up, Left, Right, Triangle, X, Square, Circle.

Resident Evil: Director's Cut

Double Ammo Trick: Double the ammo every time you pick up clips by highlighting "Advanced Mode" at the main menu. Press and hold Right until the word "Advanced" turns green. When it does, start the game. Now all the ammo you pick up is doubled.

Resident Evil 2

In addition to the thrills and chills normally offered by Resident Evil 2, there are a couple of secret characters and special costumes worth finding.

Play as Hunk: Beat a complete game (Claire and Leon) on the standard difficulty level with an "A" rating. When the rating comes up on the screen, you'll be able to save the scenario with Hunk as the character for a hidden game!
Play as Tofu: This is a bit tougher. Beat three complete games, making sure you get Hunk on your first or second try.
Alternate Costumes: You have to find and kill a hidden zombie. To find him, play through most of the beginning without picking up a single item. Make your way to the front of the police department. When you get to the gates, take the lower stairs around the front yard. You'll find the zombie there. Once you kill him, search the corpse to find a key. They key opens up a locker in a first-floor room below the stairs on the west side of the police department. Open it to find brand-new costumes for Claire and Leon. These will give you slight advantage in terms of finishing the game.

Resident Evil 2: Dual Shock

Play as Chris Redfield and Ada: To play as two new characters, beat Scenario B with either Leon or Claire (your old RE2 saved games work). This will open up the Extreme Battle Mode. Then you have to beat Extreme Battle on Level 1, which will let you play as Ada. After you get her, a Level 2 difficulty will become available. Complete Level 2 with any of the three available characters (Leon, Claire or Ada), and you'll get to play as Chris Redfield!

Rollcage

With some of these passwords, the game may tell you that a password is invalid, but the codes will work anyway.

All Leagues, Mirror Tracks and Other Options: MAXCHEAT
All Easy Tracks: EEFNIEBA (Make sure you've chosen easy difficulty.)
All Hard Tracks: EEFPHMBC (Make sure you've chosen hard difficulty.)
All Expert Tracks: HEMPCMDD (Make sure you've chosen expert difficulty.)
All Expert Tracks Plus Extra Car, All Deathmatch Modes and Mirror Tracks: HHMPNEED
Air Horn: AIRHORNS (Press SELECT to use the horn during a race.)
Testers' Best Lap Times: BESTLAPS

Rogue Trip

To make any of these cheats work, you must first enter the "Enable Cheats" code while in the middle of a game. Then put in one of the other codes as shown.

Enable Cheats: Press L1+R1+R2+SELECT at same time when you first start the level.
Invulnerable: Press L1+R1 at same time, then press Up, Down, Left, Right.
Infinite Weapons: Press and hold L1+R1, then press Up, Down, Up, R2.
Unlimited Jump: Press Circle, Square, R2, X, Triangle, R2.
Play as Big Daddy: Press Triangle, Square, R2, X, Triangle, R2. Then pick Challenge Mode and choose "Nuke York" as your level. Big Daddy will appear on the character select screen. Triangle+L2+L1+R1+Left. Hold these buttons until you see text confirming that it worked.
Blow Up the Earth: Lay an upgraded lob bomb in the back corner within 100 feet of the UFO wreck. Transport up to moon, then detonate the bomb. Debris from the earth will pummel the moon. Eventually, you'll be weightless. It ruins the game, but it's fun!

R-Type Delta

To maximize your weapons during any time of the game, press START to pause and then hold the L2 button. Now enter the codes below. Before using the power-up codes, make sure you have a Force Pod. If you want the Force Pod at any time, do the code for All Force Power followed by any of the power-up codes.

All Force Power: Left, Right, Up, Down, Right, Left, Up, Down, Triangle.
Red Power-Up: Left, Right, Up, Down, Right, Left, Up, Down, Square.
Blue Power-Up: Left, Right, Up, Down, Right, Left, Up, Down, X.
Yellow Power-Up: Left, Right, Up, Down, Right, Left, Up, Down, Circle.
Level Select: Use the bombs more than 10,000 times.
9 Credits: Gain more than three hours of gameplay.
Free Play Mode: Gain more than six hours of gameplay.
Power Armor: Beat the game in "Human" or higher difficulty setting, or by playing the game more than 100 times.

R-Types

Level Select: Highlight either the "R-Type" or "R-Type II" options at the title screen. Quickly press L2, L2, L2, L2, L2, L2, L2, L2, L2, R2, R2, R2, R2, R2, R2, R2, R2, R2. Begin gameplay and press START to access the "Stage Select" and FMV sequences within the menu options. Choose your stage and then press X to begin.
Slow Down Ship: Pause gameplay in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, X.
Speed Up Ship: Pause gameplay in R-Type or R-Type II. Hold L2 and press Right, Up, Right, Up, Down, Left, Down, Left, Circle.

Rushdown

Unlock All Tracks: On the main menu screen press Up, Up, Down, Down, Left, Right, Left, Right, Triangle, Circle, Triangle, Circle. This will unlock all the tracks in the Arcade Mode.

Sled Storm

Enter the options screen and select the load/save option in order to display the password screen. Now enter one of the following codes.

New Sled and Players: Circle, Triangle, Square, R2, R2, L1, X, Triangle. This unlocks the Storm Sled in single race mode.
Play as Jackal: L2, L2, Circle, R2, Square, R1, L1, Triangle.
Play as Sergei: Square, L1, Square, L2, Triangle, R2, X, Circle.

Smurfs, The

Level Select: Begin a New Game from the main menu, and, when asked to chooose what type of game, press up to see "It's No Picnic." Now press the X button and wait for the cinema to complete. Once you see "Start of the Adventure," press L1, Up, Up, Down, Up, Left, Left, Up. R2. You will hear a harp sound and your icon will now be all the over to the last level. Now you can start at any level in-between the beginning and the end!

South Park

From the main menu, choose the "Enter Cheat" option and enter the cheats as shown here for these results.

All Cheats Unlocked: ZBOBBYBIRD (Now go

NCAA Football 2001

At the main menu, select the "Game Settings" option. Next, highlight and enter the Secret Codes menu. Now press SELECT and enter one of these cheats to get the following results. "It's in the game" will be spoken when the codes are entered correctly.

Full Poll: POPULARITY (Press R1 twice on the Poll screen to view more team rankings.)
Slower Players: CEMENTFEET
All Stadiums Unlocked: OPENSESAME
View CPU Plays: MINDREADER
Faster Players: SCRAMBLE
Faster Daytime Effects: DAYNIGHT
Maximum Attribute Points: BALLER
Maximum Recruiting Points: HEADCOACH
Receivers Always Catch: HANDSOFGLUE
Defense Always Intercepts: OSKIE
Wind at Maximum: SAFETY
Change the Date: Y2K
Juggernaut Team: BULLDOZER

back to the main menu and go into the cheats menu to find a level select and more!)
Unlock Characters in Head to Head Mode:
MSLAPUPMEAL: Unlocks Starvin Marvin.
SRAFT: Unlocks Terrance.
PPHAERT: Unlocks Phillip.
VDOROTHYSFRIEND: Unlocks Mr. Garrison.
ACHEATINGSBAD: Unlocks Mr. Mackey.
YLOVEMACHINE: Unlocks Chef.
BCHECKATACO: Unlocks Wendy.
EFISHNCHIPS: Unlocks Pip.
HKICKME: Unlocks Ike.
KALLWOMAN: Unlocks Ms. Cartman.
NGOODSCIENCE: Unlocks Mephisto.
QSTARINGFROG: Unlocks Jimbo.
JHAWKING: Unlocks Ned.
GOUTRANGE: Unlocks Big Gay Al.
DELVISLIVES: Unlocks Officer Barbrady.
TMAJESTIC: Unlocks the Alien.

Space Invaders

Level Select and Classic Mode: This rather simple code will give you the ability to choose your starting level. At the main menu screen, press Circle and a level select menu will appear. Now you can choose your starting level. If you pick level 00, you will be taken to the final level; after defeating the "retro" space invader boss, you will be granted with a new option called "Classic." Go back to the main menu and highlight the "1 Player Mode" and press Left to reveal the Classic Mode. Press X and you will be playing the original arcade Space Invaders!

Speed Punks

Boost Start: This trick will give you a boost ahead of the other cars when you begin a race. At the start of a race when the lights start to count down, wait until the third red light beeps and then immediately hold the X button. For best results, try holding the X button about halfway in between the third and fourth light.
Instant Turbo Blast: In the middle of the game, press and hold the Accelerator and Brake buttons simultaneously. Now turn yourself around twice, so that you complete two 360s and let go of the Accelerator and Brake buttons.

Spyro 2: Ripto's Rage

In the middle of the game, press START to pause. Now enter any of these button codes for these results. You will hear a sound to confirm that you entered the code correctly.
Big Head: Up, Up, Up, Up, R1, R1, R1, R1, Circle.
Parappa (Flat) Mode: Left, Right, Left, Right, L2, R2, L2, R2, Square.
All Abilities: Circle, Circle, Circle, Circle, Square.

Star Wars: Episode 1 The Phantom Menace

Test Droid Debug Cheat: Go to the main menu screen and move down to the "Options." Make sure you don't choose it and press Triangle, Circle, Left, L1, R2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+SELECT+Triangle at the same time and the screen will change to a "Test Droid" menu that allows you to choose your starting level, play sound effects, choose invincibility and play any movie in the game.

Street Fighter Alpha 3

Battle Shin Akuma: You must first open up Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, select Final Battle Mode from the main menu screen. On the character select screen, press and hold L1+L2 and choose your fighter. Keep holding it until the "VS." screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!

Street Fighter EX 2 Plus

After unlocking these fighters, they can be found on the character select screen.
Play as Garuda: At the main menu, highlight "Arcade" and press SELECT, SELECT, SELECT, Right, SELECT, SELECT, Down, SELECT, SELECT, SELECT, SELECT.
Play as Shadow Geist: At the main menu, highlight "Versus" and press SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, SELECT, Up, SELECT, SELECT, SELECT.
Play as Kairi: At the main menu, highlight "Option" and press SELECT, Right, SELECT, SELECT, SELECT, Down, SELECT, SELECT.
Play as Hayate: At the main menu, highlight "Bonus Game" and press SELECT, SELECT, Up, SELECT, SELECT, SELECT, SELECT, Up, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT.
Satellite Fall and Excel Bonus Games: At the main menu, highlight "Bonus Game" and press SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, Up, SELECT, Right, SELECT, SELECT.
Bison II Bonus Game: At the main menu, highlight "Bonus Game" and press SELECT (13 times), Up, SELECT, SELECT, SELECT, SELECT, Down, SELECT (14 times).
Maniac Mode: At the main menu, highlight "Practice" and press SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, SELECT, Down, SELECT, Right, SELECT, Down, SELECT, SELECT, SELECT, SELECT.
Maniac Mode Sample: At the main menu, highlight "Practice" and press SELECT, Down, SELECT, Left, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, Up, SELECT, Left, SELECT, Up, SELECT, Right, SELECT. "Sample" will be in the Maniac Mode pause menu.

Street Sk8er 2

On the title screen where "Press Start Button" is flashing, enter any one of these codes for the results shown. You will hear a click noise if the code was entered correctly.
Every Skater: Left, Left, Circle, Circle, L2, Square, Right, R2.
Every Course Open: Left, Right, Left, Right, Circle, Circle, R1, Square.
Every Board: Circle, Circle, Square, Circle, Square, Square, Circle, R1.

Supercross 2000

From the "Select Event" screen, have "Quick Race" highlighted and then press R1. Now enter the following passcodes for these results. You'll hear a sound to confirm correct code entry.
The Bikes Never Crash: NoCR4SH
Giants on Mini-Bikes: G14NTS
Supercross on Mercury: M3RCVRY
Supercross on Venus: V3NVS
Supercross on the Moon: MooN
Supercross on Mars: M4RS
Supercross on Jupiter: JVP1T3R
Supercross on Saturn: S4TVRN
Supercross on Uranus: VR4NVS
Supercross on Neptune: N3PTVN3
Supercross on Pluto: PLVTo
Add Hop Button: HoP
Extra Camera Modes: MoR3C4MS
Just the Bikes: NoR1D3RS
Lookout Ichabod!: H34DL3SS
All Riders Get in Your Way: LoCKM3
No More Off Track: NooFFTR4CK
No More Getting Reset: K1PP1NGoK
Bigger Dirt Spray: B1GSPR4Y

Syphon Filter

Level Select: Pause the game, go into the options menu. Highlight the "Select Mission" option, then press and hold Left+L1+R1+SELECT+Square+X.
All Weapons and Ammunition: Pause gameplay and highlight the "Weapons" option. Hold Right+L2+R2+Circle+Square+X (in order). *Note: Only the weapons normally available during the current level will become selectable.*
Hard Mode: While on "New Game" on the title screen, press Left+L1+R2+Select+Square+Circle+X. You will hear Gabe say, "Damn it!" when entered correctly. When you start the fist level, the screen will say "Hard Difficulty" under the area name.
Cinema Mode: When you begin the first level, go into the bar. When you get to the guy shooting at you from behind some crates, shoot him, then go into that room and out the window. On the right is a fence and an elevator; on the left is an alley. Go down the alley and you should be in a street with flaming squadcars at the end. On the left side are three doors. Use the Sniping Mode to look up, and it should say "Theater" above the right door. Go up to the door and pause the game. Keep "MAP" highlighted, then press and hold in this order: Right+L2+R1+X. Gabe should say, "Got it" after you enter the code. When you press START again, you should be in the theater. Enter either curtain and all the movies should appear. Press X to skip any of the movies and press START to go back to the theater.

Syphon Filter 2

Level Skip: Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.
Super Agent: Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+SELECT+Circle+Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.
Movie Theater: Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order: Right+L1+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.

Tarzan

Level Select and Cheat Menu: *On the main menu screen, quickly put in these button combinations for the following tricks.*
Level Select: Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. Now move down past the "Load Game" option and "Cheats" will appear. Select this option to have access to the game levels. Press Right to get the bonus levels.
In-Game Cheat Menu: After entering the "Cheats" on the main menu screen, press L1, R1, L1, R1, L1, R1, L1, R1, L2, R2. Next, pick a level and enter it. Now press START to pause. The "Cheat Menu" will appear at the bottom of the screen. Access this option for all letters, mucho fruit, infinite lives, etc.

Tenchu: Stealth Assassins

Debug Menu: While playing the game, press the START button to pause. While the game is paused, hold L1+R2. While holding L1 and R2 press Up, Triangle, Down, X, Left, Square, Right, Circle. Next, release L1 and R2 and then press L1, R1, L2 and R2. Now press START and immediately press L2+R2 both at the same time. If you do this correctly, a blue screen will appear and options such as stage select, charged items, layout enemy, etc., will become available.

One, Two, Buckle My Shoe

One

When you're at the main menu screen, move over and choose the "Load Game" option, then pick "Enter Password" and put in one or both of these codes for the results as shown.
Access to All Weapons: Put in your code as MAXPOWER.
Stage Select: Put in your code as HEVYFEET. This opens up the Stage Select screen where you can choose to start from any of the six levels.

Civilization 2

Money Code: After you create your first city, go to the "City" option and access it. In the "City" screen, choose "Rename" and enter the name of your city as _CasH. When you enter the upper case H, be sure to hold the R1 button at the same time. Instead of 50, you will start out with almost 30,000 gold!

3Xtreme

Highlight the options at the main menu screen and press Left or Right on the D-pad to get to the Codes Menu. Enter any of the following codes to unlock a secret character.
Frankenstein: LUGNUT (95% in all attributes.)
Dominique: DOMINIQUE
Mummy: TP (95% in all attributes.)
Hidden Characters and Tracks: *At the main menu, highlight "Memory Card" and press Left or Right, then choose the "Codes" selection. Then, enter any of the codes as shown for various results.*
Exhibition Tracks: VOUYEUR
Freestyle Tracks: TRIXXY
Alien Characters: ASTROMEN
Bink: BINK
Red the Car: REDCAR
Nyub: NYUB
White the Car: WHITECAR
Geep: GEEP
Blue the Car: BLUECAR

Mortal Kombat 4

Hidden Cheats Mode: From the main menu, choose Arcade and 1-on-1 Kombat. Begin a game with two players. Have both player one and two choose any character. At the "Versus" screen, enter this Kombat Kode: 302-213. After you begin your match, press START to pause and choose "Quit." Back at the main menu, go into the "Options" screen. Now highlight the "Vs. Screen Enabled" option and hold Block+Run simultaneously for about 10 seconds or more. Eventually you will hear a voice and the Cheats Menu will appear! You will now be able to turn on and off different sets of fatalities, level fatalities and endings in the game! To do an automatic fatality, just get to the point where it says, "Finish Him/Her" in the game, and then press Down+High Punch at the same time. Your character will then do the fatality that was turned on in the Cheats Menu.

Test Drive 6

From the main menu screen, move down to Race Menu. Highlight it and press X. Now, at the "Enter Your Name" screen, put in any of these codes for the results shown.
Get $5,000,000 Cash: AKJGQ
All Tracks Available in Single Race: ERERTH

Tomba 2: The Evil Swine Return

Difficult Mini Game Clue: During the Trolley Ride, you will go past the second jump in the tracks. As the Trolley approaches a very sharp left turn, slow the Trolley to a near complete stop. Lean Tomba to the left so that the Trolley will lean to the left as well. Carefully balance the Trolley so that Tomba does not fall off. Keep the Trolley leaning to the left around the turn, and you will be able to see the Clue on the right-hand side of the track, at the opposite side of the crest in the next left turn. The clue will be seen as Tomba reaches the next left turn. Now, shift Tomba and the Trolley to the right immediately by pressing and holding to the right. If done correctly, Tomba will acquire the last Clue in the Trolley Mini game.

Tomb Raider: The Last Revelation

In the game, face north (use your compass as a guide). The best way to do this is to hang from a ledge that is facing north, otherwise it will be nearly impossible to do this trick. Now press the Select button to go into your Inventory screen. From this point, do one of these methods for the results as shown.
All Items: While the compass faces North, highlight the Large Medipack and hold L1+L2+R1+R2+Down on the D-pad. While holding these, press the Triangle button. This will exit the Inventory screen. Go back to the Inventory screen and you will see that you have all the items from the game.
All Weapons, Infinite Ammo, Unlimited Small and Large Medipack: While the compass faces north, highlight the Small Medipack and hold L1+L2+R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. Go back to the "Inventory" screen and you will have all the weapons, unlimited ammo, etc.
Skip Current Level: While the compass faces north, highlight the "Load Game" option and hold L1+L2+ R1+R2+Up. While holding these, press the Triangle button. This will exit the "Inventory" screen. You will now be taken to the next level of the game!

Tomorrow Never Dies

While playing, press START to pause. Enter the following codes for the results as shown.
Immunity from Bullets: SELECT, SELECT, Circle, Circle, Triangle, SELECT.
Pass Through Walls: SELECT, SELECT, Circle, Circle, Triangle, Triangle, Triangle, Triangle.
Every Weapon and 50 Health: SELECT, SELECT, Circle, Circle, L1, L1, R1, R1.
Mission Complete: SELECT, SELECT, Circle, Circle, SELECT, Circle.

Tony Hawk's Pro Skater

Enter the following cheats while paused during play. If you entered these correctly, the screen will shake.
Big Head Mode: Hold L1 and press Square, Circle, Up, Left, Left. Go back to the main menu and then at the select player screen, you will see the skaters with big heads.
Special Available Anytime: Hold L1 and press X, Triangle, Circle, Down, Up, Right.
Get 10X Multiplier: Hold L1 and press Square, Triangle, Up, Down.
Get 13X Multiplier: Hold L1 and press X, Square, Square, Triangle, Up, Down.
Slow Mo: Hold L1 and press Square, Left, Up, Square, Left.
Skip To Restart Option: Hold L1 and press Square, Circle, X, Up, Down.
Blowout Trick: This trick will blow open the game and give you a new character. From the menu, access Career Mode. Begin a new game and press START to pause. Press and hold the L1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and Officer Dick, all tapes, levels, medals, stats and FMV movies will become available.

Sammy Sosa Softball Slam

Press START to pause the game during play, then put in the following tricks.
Huge Softball: R1, R2, R1, R2, R1, R2.
Ball Cannon Mode: L1, L2, L1, L2, L1, L2. Change the horizontal settings by holding L2 and pressing Left or Right. Change the vertical settings by holding L2 and pressing Up or Down. Change the speed by holding L2 and pressing Triangle or X.

Trick'n Snowboarder

Play as Resident Evil 2 Characters: *Note: The RE2 characters are available for play only in Free Mode.* At the title screen, press the following buttons in order: Triangle, Triangle, X, X, Square, Circle, Square, Circle. If you did it right, you will hear a minor audio cue. Now, select Free Mode. Once you are in the character select screen, press L2 or R2 to use the Resident Evil 2 characters: Leon, Claire and the dreaded zombie cop.

Triple Play 2000

Automatic Home Run: When at bat, hold L1+L2+R1+R2 and press Triangle, Square, Triangle, Circle, X, Square, Left, Right. You'll hear a thumping sound to confirm correct entry.
Automatic Strikeout: When pitching, hold L1+L2+R1+R2 and press Up, Down, Triangle, Square, Triangle, Circle, X, Square.
EA Dream Team: Start an Exhibition game. At the team select screen, press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. You should hear a voice to confirm correct entry.
Control Camera: During play, hold L1+L2+R1+R2 and press Right, Left, Up, Down, Right, Left. You'll hear a sound to confirm correct entry. Use the following buttons and pad movements to control the camera.
Move: D-Pad.
Move faster: L1+D-Pad.
Turn: R1+D-Pad.
Zoom out: L2.
Zoom in: R2.
Raise view: Triangle.
Lower view: Square.
Announcer Commentary: During play, hold L1+L2+R1+R2 and enter one of the following codes.
Extensive Chatter: Up, Triangle, Right, Circle.
Batter Info: Left, Square, Up, Triangle.
Trivia: Down, X, Right, Circle.
Weather: X, Down, Triangle, Up.

Triple Play 2001

Triple Play Dream Team: From the main menu screen, choose Big League Challenge. When you get to the player select screen, hold L1+R1+Up simultaneously. Keep holding these until you hear the announcer say, "Triple Play Baseball." Now you'll be able to play as this team in Big League Challenge mode.
Announcers: *During a game, press and hold the L1+L2+R1+R2 buttons. While holding these, press the following buttons to get the different types of quotes from the announcers.*
Baseball History: Up, Triangle, Right. Circle.
Weather: X, Down , Triangle, Up.
Trivia: Down, X, Right, Circle.
More Batter Info: Left, Square, Up, Triangle.
Note: This will only work on certain batters.
Skinny Players: 1 HR in a game with a player who weighs less than 160 (13 players-allow created players).
Large Players: 1 HR in a game with a player who weighs over 250 (4 players-allow created players).
Strong Arm: 2 Outfield Assists by same player in a game / 2 Pickoffs by same player in a game / 2 Caught Stealing by same player in a game.
Fast Players: 3 SB by same player in a game.
Big Glove: 1 diving catch/wall climb in a game by team.
Huge Glove: 2 diving catches/wall climbs by in a game by team.
Pulsating Glove: 3 diving catches/wall climbs in a game by team.
Big Head: 4 runs scored in a game by team.
Huge Head: 8 runs scored in a game by team.
Pulsating Head: 12 runs scored in a game by team.
Big Baseball: 3 Ks in a game by team.
Huge Baseball: 6 Ks in a game by team.
Flaming Baseball: 9 Ks in a game by team.
Pencil Head: 6 Ks in a game by team (against User).
Tall Players: 8 hits in a game by team.
Tiny Players: 12 hits in a game by team.
Tiny Head: 16 hits in a game by team.
Powerup Offense (Every player on team's

offensive attributes slightly increase): 8 HR hit in a game by team.
Powerup Defense (Every player on team's defensive attributes slightly increase): 3 double plays turned in a game by team.
Powerup Speed (Every player on team's speed attributes slightly increase): 6 SB in a game by team.
Invisible Players: Three Triples in a game by team.
Big Bat: 2 HR by same player in a game
Small Bat: 3 Strikeouts by same player in a game.
Pulsating Bat: 5 runs scored by same player in a game.
Superstar Difficulty (Better than All-Star): Defeat a team in Single Game with All-Star difficulty setting.
CPU Assist (Catch-up logic): Defeat a team by more than 10 runs.
Unlock Hank Aaron: 2 HR over 500 ft. from same player in same game (any team) OR hit 50 HR in 1 season with an Atlanta Brave (Season Mode only)
Unlock Babe Ruth: Hit a HR with the pitcher (any team) OR Win the World Series with Boston (break the "curse of the bambino")
Unlock Willie Mays: 4 diving putouts (catches/over the wall climbs/dive and throw out runner) in a game (any team) OR collect a HR, a SB, and make a diving putout with the same player in any post-season game (Season Mode only)
Unlock Frank Robinson: Lead-off the game with back-to-back HR's (any team) OR Player from user team wins National League Triple Crown (Season)
Unlock Harmon Killebrew: 3 HR over 500 ft. from any players in same game OR win the World Series with the Minnesota Twins (Season Mode only)
Unlock Reggie Jackson: Hit 10 HR as a team in a game (any mode) or hit 3 HR with the same player in any World Series game (Season Mode only)
Unlock Mike Schmidt: 4 HR from same player in same game (any team) OR win the World Series with the Philadelphia Phillies (Season Mode only)
Unlock Mickey Mantle: Hit a home run longer than 565 feet (any team) OR have a player from a user team win an American League Triple Crown (Season Mode only)
Unlock Jimmie Foxx: 8 RBI's from same player in same game (any team) OR collect 175 or more RBI's in a season with the same player (Season Mode only)
Unlock Willie McCovey: Hit back - to back - to back home runs in a game (any team) OR win the World Series with the San Francisco Giants (Season Mode only)
Unlock Ted Williams: Collect 6 hits with the same player in a game (any team) OR have a player hit .400 in an entire Season
Unlock Eddie Mathews: 1 triple play (any team) OR win the home run crown with a Milwaukee Brewer (Season Mode only)
Unlock Ernie Banks: 6 double plays (any team) OR win the World Series with the Chicago Cubs (Season Mode only)
Unlock Mel Ott: Hit a home run with someone who is 5'7 or less (any team, including created players) OR hit a grand slam home run in any post-season game (Season Mode only)
Unlock Eddie Murray: Hit a home run from both sides of the plate in a game with same player (any team) OR win the World Series with the Baltimore Orioles (Season Mode only)
Unlock Lou Gehrig: Have a user-controlled player hit for the cycle in a game (any mode) OR win 117 or more games with a user-controlled team in a season (Season Mode only)
Unlock Jackie Robinson: Steal 4 bases with the same player (any mode) OR steal home in any post-season game (Season Mode only)
Unlock Ty Cobb: Steal home 2 times in same game (any team) OR win the World Series with the Detroit Tigers (Season Mode only)
Unlock Satchel Paige: Strike out 5 consecutive batters with the same pitcher in a game (any mode) OR strike out 150 or more batters with the same pitcher in a season (Season Mode only)
Unlock Cy Young: Pitch a complete game shutout (minimum 5 innings - any team) OR win 25 or more games with the same pitcher in a season (Season Mode only)
Unlock Island Stadium: Win a game by 3 runs in Coors Field, Pacific Bell Park, Kauffman Stadium and Edison International Field.
Unlock Space Stadium: Hit a ground rule double in a game in any stadium.

Twisted Metal 4

From the options screen, access the "Password" option. Now enter the button codes shown below for various results. You will hear an evil laugh if entered correctly.
Unlimited Specials: Triangle, L1, Down, Triangle, Up.
Only Pick Up Napalms: Right, Left, R1, Right, Circle.
CPU Shoots Only You: Right, Triangle, Right, Triangle, L1.

Vigilante 8: 2nd Offense

Go to the title screen and access "Options." Highlight "Game Status" and press X. Press X again at "Player 1" and X one more time to highlight "Sheila." Now press L1+R1 simultaneously and enter any of these codes as shown. Press X when you are done entering the code. You will hear a voice to confirm correct entry. Press Square to go back to the main menu to begin your game.
Remove Delay Between Weapon Firing: RAPID_FIRE
Increased Difficulty to Super Hard: UNDER_FIRE
Extra Explosion on Interceptor Missiles: LAST_FIRE
Slower Action: GO_SLOW_MO
Heavy Vehicle: GO_RAMMING
From the main menu, choose the options screen. From there, press the X button on Game Status, choose your player with X, then press the L1+R1 buttons simultaneously. You can now enter these passcodes for the results shown. You will hear a voice say, "Funky" when they are entered correctly. Be sure to press the X button after entering each code in order to complete it. Each time you complete a code, you will have to press L1+R1 again to enter a new one.
No Enemies: HOME_ALONE
Monster Wheels: GO_MONSTER
Suspended Cars: JACK_IT_UP
CPU Picks Features: QUICK_PLAY

VR Baseball '99

Easy Outs: In the middle of a game against the computer, get to the part of an inning where you are playing in the outfield (A computer player must only be on first base for this trick to work). Have the pitcher throw the ball to the second baseman. Make the second baseman run out to the grass behind (above) second base. Then throw the ball to home plate. The computer player on first base will run toward second. Quickly throw the ball back to second base for an easy out.

V-Rally 2: Need for Speed

All Bonus Cars and Levels: On the title screen, highlight and enter "Game Options." Now move down and access Game Progression. On this screen, quickly press L1, R1, Left, Right, Left, Right, Up, Down, Up, Down, X, X+SELECT. Once the code is entered correctly, you'll hear a buzzing noise. Now you can open up any level and car by pressing X on any rectangle.

WCW Mayhem

All Wrestlers: PLYHDNGYS
Play as Same Wrestlers: DPLGNGRS (Play as the same wrestler as your opponent in versus mode.)
Full Attribute Wrestlers: MKSPRCWS
All Backrooms: CBCKRMS (Now you can fight in the backstage areas in a one-on-one fight by running to the entrance. Have both wrestlers move toward the back. You can choose which area you want in the match options under Match Setup.)
Classic TNT Nitro: PLYNTRCLSC (On the ring selection screen, choose the "Nitro" ring to wrestle at the TNT Nitro stadium.)
Enable Quest Cheat: CHT4DBST (In Quest For The Best Mode, press Right to move up in the rankings. This will also give you the ability to unlock more hidden characters as you move up the ranks!)

Who Wants to Be a Millionaire: 2nd Ed.

Replacement Names: Go to the "Enter Your Name" screen. If you enter REGIS PHILBIN as your name, Regis will say something and deny you use of that name. He will then replace it with another name such as DREAMER, FIBBER, or SMARTY PANTS. If you choose not to enter a name, you will be given a name like EINSTEIN, KATHIE LEE, GELMAN, or CODY. Entering the name, DAN BLONSKY (one of the millionaire winners), will get you the replacement name, PHONY.

Wipeout 3

Enter the following codes as default names.
All Tracks: WIZZPIG
Phantom Class: JAZZNAZ
Bonus Ships: AVINIT

Whole Lotta Crash'n Going On

Crash Bandicoot

Ultimate Password: Enter this code at the "Password" screen to access every level in the game: Triangle, Triangle, Triangle, Triangle, X, Square, Triangle, Triangle, Triangle, Triangle, Square, X, Triangle, Circle, Triangle, Triangle, Triangle, Circle, Square, Triangle, X, X, X, X.

Crash Bandicoot 2: Cortex Strikes Back

Extra Lives: Inside the second warp room, move up to the bear that's barking and jump on top of him constantly. This way, you will gain 10 extra lives (Note: This can only be done one time).

Crash Bandicoot: Warped

Free Apples: When you are playing a level that has the rock-throwing monkeys, after you have destroyed the vases that they occupy you can jump on the monkeys and get free apples.

Wu-Tang: Shaolin Style

All Fighters in Versus Mode: On the main menu screen, press Right, Right, Right, Right, Left, Left, Left, Left, Square, Circle, Square, Circle. You will hear a groaning sound. Now go into the Versus Mode and you will see that all the hidden fighters are now available.
Fearmentor: First, enter the "All Fighters in Versus Mode." Highlight RZA and hold the SELECT button. With SELECT held, press the X button.
Cerith: First, enter the "All Fighters in Versus Mode." Highlight GZA and hold the SELECT button. With SELECT held, press the X button.
Sinesis: First, enter the "All Fighters in Versus Mode." Highlight U-God and hold the SELECT button. With SELECT held, press the X button.
Bone Gear: First, enter the "All Fighters in Versus Mode." Highlight Raekwon and hold the SELECT button. With SELECT held, press the X button.
Gasche: First, enter the "All Fighters in Versus Mode." Highlight Masta Killa and hold the SELECT button. With SELECT held, press the X button.
Hystrix: First, enter the "All Fighters in Versus Mode." Highlight Method Man and hold the SELECT button. With SELECT held, press the X button.
Lecher: First, enter the "All Fighters in Versus Mode." Highlight Ol' Dirty and hold the SELECT button. With SELECT held, press the X button.
Xin: First, enter the "All Fighters in Versus Mode." Highlight Inspecta Deck and hold the SELECT button. With SELECT held, press the X button.
Otis: First, enter the "All Fighters in Versus Mode." Highlight Ghostface Killah and hold the SELECT button. With SELECT held, press the X button.

Who Wants to Be a Millionaire: 2nd Ed.
Replacement Name: Go to the "Enter Your Name" screen. Entering the name, MILLIONAIRE will get you a replacement name, such as PHONY.
Enter Your Name

Game Boy

Armorines: Project S.W.A.R.M.

Cheat Screen: From the title screen, access the "Password" option and enter BBBBBBBB. You will be taken to a cheat screen where you may gather power-ups and choose your starting world.

Asteroids

Enter the following codes on the "Password" screen.

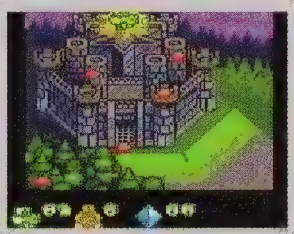
Open Cheat Menu: CHEATONX (In the middle of a game, press the SELECT button to bring up the menu. Press Up or Down to choose a level and Right or Left to choose a zone. Press A to toggle invulnerability.)
Get the Excalibur Ship: PROJECTX
Unlock Classic Mode: QRTREATR

Battleship

Stage Passwords: On the title screen, press START and then press SELECT to move down to the "Password" option. Press START again and you will be able to enter any of the codes shown here.
Stage 4: GKPQZP
Stage 5: QRKGTD
Stage 6: QPDGYM
Stage 7: QQLGTD
Stage 8: QXFGTL
Stage 9: QNMGTK
Stage 10: NPGGYM
Stage 11: NXHGTL
Stage 12: NQBGYD
Stage 13: NQZGPD
Stage 14: NNCGYK

Croc

Open All Levels: On the main menu screen, access the "Password" option. Now enter PQHPBFDHJB to get access to all levels, but no pick-ups.



Stage 15: HJXQCN
Stage 16: NYDGTK
Stage 17: NWLGTM
Stage 18: NTFGTB
Stage 19: NRMGTD
Stage 20: BBQQBP
Stage 21: YPHGTM
Stage 22: YRBGTD
Stage 23: YRZGXD
Stage 24: YQCGTD
Stage 25: YSKGPC
Stage 26: BCSQBV
Stage 27: BDVQJQ
Stage 28: YYFGPK
Stage 29: BJRQZN
Stage 30: TRGGTD
Stage 31: JDNQJQ
Stage 32: TXBGTL
Stage 33: ZKTQKP
Stage 34: ZHPQCW
Stage 35: JCXQJV
Stage 36: TVDGTL
Stage 37: TTLGPB
Stage 38: JZWQKX
Stage 39: JMRQCQ
Stage 40: PXGGTL
Stage 41: CHNQBW
Stage 42: CGYQJS
Stage 43: CDTQZQ
Stage 44: CBPQBP
Stage 45: CMXQCQ
Stage 46: CKSQJP
Stage 47: CLVQZV
Stage 48 (Last Stage): PPFGYM
Ending: PQMGTD

Boarder Zone

Hidden Time Track: From the main menu, enter the "Options" screen. Highlight and access the "Password" option. Now put in your password as 020971. The screen should tell you that you've opened a new level. Now go into Challenge Mode and access the "Time" option. After selecting your board and rider, move Left on the course select screen and you will be able to access the hidden fourth track.

Bust-A-Move 4

Extra Puzzles: On the title screen (while "Press Start" is flashing), press A, Left, Right, Left, A. An orange character will appear in the lower right-hand corner. This opens up different puzzles for Puzzle Mode!

Carmageddon

40,000 Credits, All Groups and Levels: On the main menu screen, highlight and select the "Enter Password" option. Now put in oZ6SZD(SKULL)V as password, then choose "Yes."

Caterpillar Construction Zone

Stage Select: On the title screen, move down to Continue and access it. Now put in your password as BG6S and press the "Done" option. Now you will be in the game. Press START and access the "Passwords" option. You will now have passwords to all the stages and levels in the game. Choose any of these levels and you will automatically begin there.

Chase H.Q.: Secret Police

Level Password: Enter MMQG at the password screen. This will give you access to any level up to 10. Just scroll Left to access the previous levels.

Duke Nukem

Enter the following codes on the title screen when "Press Start" is flashing.

Invincibility: Up, Down, Down, Left, Right, Left, Up, Up.
Level Select: Left, Right, Up, Up, Down, Up, Right, Left.

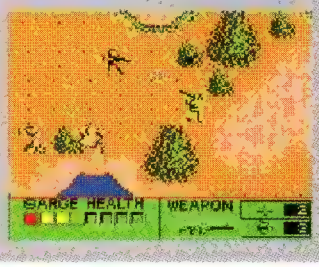
Ghosts 'N Goblins

From the main menu, move down to password and enter the following code to get to the last level and face the last level boss.

Final Boss: N8C(Heart Icon)K4oN

Army Men

From the main menu screen, move down and select "Password." Now enter any of the symbol passwords below to open up various levels in the game.
DESERT
All Cactus Flats Levels: Machine Gun, Grenade, Machine Gun, Grenade.
All Casa Plastica Levels: Jeep, Jeep, Grenade, Machine Gun.
All Winding Canyon Levels: Machine Gun, Mortar, Machine Gun, Helicopter.
ALPINE
Prison Camp Levels: Plane, Machine Gun, Grenade, Machine Gun.
Winding River Levels: Plane, Tank, Mortar, Jeep.
All Desert and Alpine Levels Open: Plane, Tank, Plane, Machine Gun.



Godzilla: The Series

On the main menu screen, choose "Password" and enter any of the following codes.
Level 2: NCFRGJJBBK
Level 3: DMTFLSBFQM
Level 4: PKDJMPLNPS
Level 5: KDQLHRNDCN
Level 6: DQSPCFPFJR
Full Power on Last Level: DMJMBJRFFR

Looney Tunes: Carrot Crazy

Level Skip: From the main menu screen, access the options. Now, enter Taz, Elmer Fudd, Daffy Duck. While playing the game, press START to pause then press SELECT to skip to the next level.

Lucky Luke

Train Stage: Luke, Horse, Horse, Old Man, Luke.
Buffalo Stage: Coyote, Horse, Luke, Old Man, Old Man.
Cheyenne Mountains: Old Man, Coyote, Luke, Horse, Coyote.

Mario Golf

Golf Left-Handed: Press and hold the SELECT button. While holding this, press the A button. If you choose Mario, Wario, Luigi or Club Champs, that golfer will be a left-handed player.
Infinite Retries: Before completing a hole, save your game and exit—don't turn off the Game Boy. Once you return to your game, you will be able to replay the hole again.

Men in Black

Levitate Code: From the Command Center, highlight and enter the "Access Codes" option. Now put in 0601. The screen will say, "Error." Press START and you'll go back to the Command Center. Begin your game and while you're standing, press and hold SELECT+Up to float into the air. While in the air, press Left or Right to move.
Acquire the Noisy Cricket Gun: After entering the fly code, press the SELECT and A button simultaneously. There will be a lightning symbol next to your lives. Now you'll have three huge shots that will knock you back if you stand still!
Skip Stages: Put in 2409 as a password and then begin a new game. To skip to the next level, press START to pause and then press Select.

Montezuma's Return

Unlimited Lives: ELEPHANT
Pass Through Doors: SUNSHINE

Mr. Nutz

The following codes are entered as passwords.
Journey Skip: NNSTTR (In the middle of a game, press and hold START, then press SELECT. You will be warped to the next journey in the level!)
Adventure Park Level: DDMMNN
Living Room Level: NNRRGG
Volcano Underpass Level: CCLLRS
Mean Streets Level: JJMPPR
Ice Scream Level: SWWTCH

NFL Blitz

From the main menu screen, choose Exhibition Mode and then pick your team. At the "Matchup" screen, press the following buttons for the code results as shown.
No Fumbles: START, START, START, START, B, B, A, A, A, Down.
Infinite Turbos: START, START, START, START, START, B, A, A, A, A, Up.
Night Game: START, START, B, B, A, A, Right.
No Pointer: START, START, START, B, B, B, A, A, A, Left.
Invisible Receiver: START, START, START, START, B, B, B, A, A, A, Up.

Pac-Man: Special Color Edition

Pac-Attack Level Codes: Press START on the title screen. Now move down and choose Pac-Attack. On the Pac-Attack title screen, move down and access Puzzle Mode. On the Puzzle Mode main menu screen, choose Password. Now you can enter any of these level codes.
Level 2: HNM
Level 3: KST
Level 4: TRT
Level 5: MYX
Level 6: KHL
Level 7: RTS

Level 8: SKB
Level 9: HNT
Level 10: SRY

Pocket Bomberman

All Power-Ups: 5656.
Area Passwords:

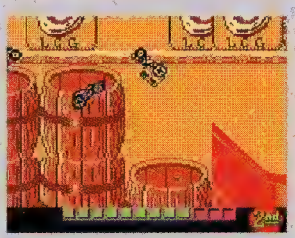
FOREST WORLD	
Area 1	7693
Area 2	3905
Area 3	2438
Area 4	8261
Area 5 Boss	1893
OCEAN WORLD	
Area 1	2805
Area 2	9271
Area 3	1354
Area 4	4915
Area 5 Boss	8649
WIND WORLD	
Area 1	0238
Area 2	5943
Area 3	6045
Area 4	2850
Area 5 Boss	8146
CLOUD WORLD	
Area 1	9156
Area 2	2715
Area 3	4707
Area 4	7046
Area 5 Boss	0687
EVIL WORLD	
Area 1	3725
Area 2	0157
Area 3	5826
Area 4	9587
Area 5 Boss	3752

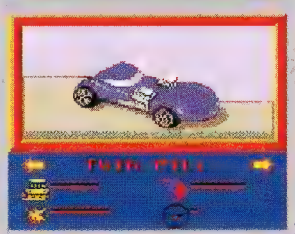
Pokémon

Infinite Items (Red and Blue only): First, head to Viridian City and talk to the old man who instructed you how to use Poké Balls. When he asks you, choose to watch his demonstration again. After that, immediately fly to Cinnabar Island. Choose one of your Pokémon who has the Surf Ability. Ride up and down the east coast of the island (hugging the shoreline) until you get into a battle. Eventually, you will encounter one of two glitchy Pokémon, either one with a name made up of scrambled boxes or the infamous Missingno. Whatever you do, do not catch any Pokémon that you encounter here. Repeat: Do not catch any of them! It will ruin your saved game. Run from every battle as soon as you get into one. After running from a battle with a glitch Pokémon, check your inventory. Whatever item was in the sixth slot should have a strange symbol where the quantity used to be. This usually means that you have well over 100 of that item. This trick can be done repeatedly, so you can essentially have infinite items. Now, you can have a ton of Master Balls or enough rare candy to power up all your Pokémon to level 100. Just don't power them up past that because you then run the risk of damaging your saved game.

Hot Wheels: Stunt Track Driver

All Vehicles and Levels: On the main menu screen, select the "Password" option and enter Down, Left, Up, A, Down, Right.





Prince of Persia

Go to the "Continue" option and enter the following codes to jump to levels shown below. Press START after entering one of the codes to open the door.
Level 8: 70914195
Level 9: 68813685
Level 10: 01414654

Puzzle Master

Unlimited Tools: On the title screen, move down and access the "Password" option. Now put in CHEAT as your password. Now your number of Adventurer's Tools won't diminish. Instead, they will all stay at 9.

Rayman

Pause in the middle of the game and then enter one of the following codes.
99 Lives: Left, A, Right, B, Up, A, Left, B, Down, A, Right, B, Up, A, Left, B.
World Map: A, Left, A, Left, A, B, Right, B, Up, B, A, Left, A, Down, A.
All Powers Available: Right, Left, Up, Down, A, Up, Up, Down, Down, B, Right, Right, Left, Left, A.
Gain Back Energy: B, Right, A, Up, B, Left, A, Down, B, Right.

Rugrats: Time Travelers

On the title screen, press Right and access the "Password" option. Now you can enter these codes for different levels in the Toy Palace.
North Wing: CQQKJFSS
East Wing: CRVWLJNG
South Wing: PLVYPFNS
West Wing: TQYBQXFS

Smurf's Nightmare, The

The Rabbit Race: Brainy Smurf, Handy Smurf, Shy Smurf.
Mysterious Planet 1: Astronaut Smurf, Shy Smurf, Brainy Smurf.
The Workbench Gone Mad 1: Shy Smurf, Baker Smurf, Handy Smurf.

Space Invaders

Classic Space Invaders: CLSS1281999DBM
Mars Level 46: ?WZ4VCLN4W81V?
Jupiter Level 61: RSSN3QJ78?GJMC
Saturn Level 76: WSPZMSO8N?H8NF
Uranus Level 91: CV1?QWKGJ3X8R5
Neptune Level 106: HV27RW1GN3YOR7
Pluto Level 121: MV7HRCLHS3ZSR9

Star Wars Episode 1: Racer

Boost Start: First, start a race. As the countdown begins, wait until it reaches "1." As soon as the number goes away, immediately press and hold A. If your timing is correct, you will get a boost ahead of the other racer. The timing is tricky, so keep trying if you miss it the first time.

Super Mario Bros. Deluxe

Five Extra Lives: *Note: This works only on a new game.* Select the "Toy Box" option at the main menu screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely Lucky card. This will give you five lives. Return to the main menu and choose to play the original levels. Start a new game to begin with 10 lives instead of five.

Tarzan

Level Passwords:
3-1: Vertical Lines, Vertical Lines, Maze, Swirl.
4-1: X, Moon, Up/Down Arrows, Cross.
5-1: Up/Down Arrows, Up/Down Arrows, Moon, Vertical Lines.
6-1: Swirl, Maze, Cross, Up/Down Arrows.

Tazmanian Devil: Munching Madness

Enter these passwords to attain the following levels in the game.
China Level: BLGNGJPDFFTJ
Switzerland Level: LMBPBKTFKDPK

Toy Story 2

Scene Passwords: From the main menu screen, highlight and access the "Password" option. On the password screen, enter the corresponding letters for the square formation password as shown.
Scene 2: PBPP
Scene 3: BJWJ
Scene 4: PJBW
Bonus 5, Scene 6: WBPP
Bonus 7, Scene 8: JBPJ
Scene 9: JJWW
Scene 10: PBWJ
Scene 11: BPWW

Turok: Rage Wars

Level Passwords for All Difficulties: On the main menu, choose Options. From the "Options" screen, choose Password. Now enter the password for the following levels, on any difficulty as shown.
Stage 2 Easy Level: K14QF4
Stage 2 Medium: 3MQTL1
Stage 2 Hard: DT5JV1
Stage 3 Easy: 3T5L31
Stage 3 Medium: Z1KMQ1
Stage 3 Hard: 2F5QZM
Stage 4 Easy: SMJ54M
Stage 4 Medium: 2TQCMR
Stage 4 Hard: MQ5LRS

Turok 2: Seeds of Evil

From the main menu screen, access the "Password" option. On the password screen, enter any of these codes for the results as shown.
Skip Levels: DLVTRKBLVL
All Weapons: DLVTRKBWPS
Infinite Energy: DLVTRKBNRG
Infinite Lives: DLVTRKBLVS
Bird Mode: DLVTRKBBRD

V-Rally Edition 99

These codes allow you to access tracks on the Arcade Mode.
Medium Tracks: FAST
Hard Tracks: FOOD

GameShark Codes

Mr. Driller

Infinite Air	016486C6
Infinite Lives	010283C6

Pokémon Gold (Japanese)

No Random Battles	010065D5
Infinite Money	010F66D5
	014267D5
	013F68D5
Catch Any Pokémon	91XXDFD0
	XX=01 - FF
Have All Badges	01FF6FD5
	01FF70D5
Unlimited Items in Items Slot	
	0163ACD5
	0163AED5
	0163B0D5
	0163B2D5
	0163B4D5
	0163B6D5
	0163B8D5
	0163BAD5
	0163BCD5
	0163BED5
	0163C0D5
	0163C2D5
	0163C4D5
	0163C6D5
	0163C8D5
	0163CAD5
	0163CCD5
	0163CED5
	0163D0D5
	0163D2D5
Unlimited Pokéballs	0163F1D5
	0163F3D5
	0163F5D5
	0163F7D5
	0163F9D5
	0163FBD5
	0163FDD5
	0163FFD5
	016301D6
	016303D6
	016305D6
	016307D6
Pokéball Modifiers	01XXF0D5
	01XXF2D5
	01XXF4D5
	01XXF6D5
	01XXF8D5
	01XXFAD5
	01XXFCD5
	01XXFED5
	01XX00D6
	01XX02D6
	01XX04D6
	01XX06D6
	XX= 01 - 05

Tomb Raider Starring Lara Croft

Have Gold Bars	0163B3C1
Have Iris	0163B4C1
Have Snake Eye, Nightmare Stone and Orb	
	01FFB5C1
Have Staff Segment 1	0163B7C1
Have Staff Segment 2, 3	01FF88C1
Have Heavy Bullets	01638EC1
Infinite Health	01FF89C1
Infinite O2	01FF8AC1
Have Large Health Paks	0163ACC1
Have Small Health Paks	0163ADC1
Have Door Keys	0163AEZC1
Have Panel Peices	0163AFC1
Have Dynamite	0163B0C1
Have Snake Key	0163B1C1
Have Skeleton Key	0169B1C1
Have Alter Key	0169B1C1
Have Rapid Bullets	01638DC1

Coming Soon

HOT TITLES ON THE GAMING HORIZON

PS2 PlayStation 2

TimeSplitters

Publisher: Eidos
Developer: Free Radical
Release Date: October

Fans of GoldenEye 007 take note. The development team behind this benchmark title have broke ranks with Nintendo to bring you TimeSplitters, a first-person shooter that's sure to set new standards on the PS2.

The PS2 format (rather than the N64) is notable in that it offers a playable and attractive frame rate—even with four players. Along with that comes crisp graphics and large, detailed levels. Speaking of the levels, one of the best features of Time Splitters is the built-in level editor. It allows you to customize and craft every detail of the map so you can frag your buddies as they admire your handiwork. When you can build yourself a special hiding place and snicker as your friends are repeatedly shot from "out of nowhere," you know that you're on to a good thing. We can't wait to get fragging.

Kessen

Publisher: Electronic Arts
Developer: Koei
Release Date: November

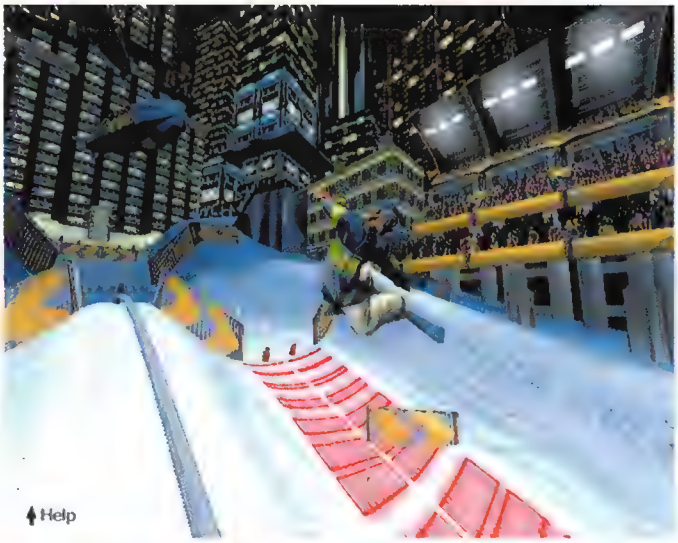
Koei, known for its masterful grasp of the strategy genre, utilizes the capabilities of the PS2 to bring the feudal wars of the past alive.

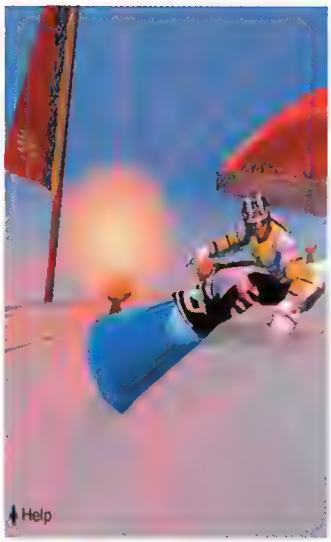
Kessen is a real-time strategy that puts you in command of an entire army. Each unit you control is capable of harming the enemy, but only when used properly. Units have special powers that can totally decimate the opposition or boost your morale. The sights and sounds of this game are totally cinematic, with the lush graphics and animation portraying war like no other game ever has. Strategy is a difficult genre to get into, but Kessen's detail will draw you in.

SSX
Snowboarding
Publisher: Electronic Arts
Developer: EA Canada
Release Date: October

Sure, there are plenty of snowboarding games out there, but none of them have harnessed the power of the PS2 the way that SSX Snowboarding has.

This game has a true sense of blazing speed. Of course there's a standard racing mode where you try for your best time, but there's also a trick mode where you try to pull off as many phat moves as possible. To really make things wild, you can play with a combination of both modes where the better your tricks are, the faster you'll move. Completing races and getting high scores will unlock more boarders, boards and tracks, plus there are hidden secrets on the tracks and inside obstacles. With all these features to keep you busy, all you have to do is grab your board (or PS2 controller) and get ready for action.





Dynasty
Warriors 2
Publisher: Koei
Developer: Koei
Release Date: October

Ever want to know what it's like to be in the middle of a pitched battle involving thousands of soldiers? Koei will be releasing Dynasty Warriors 2 for the PS2, and it is a far cry from its standard fare of military sims.

What sets this game apart? For starters, it boasts more of an arcade experience. You control a single general amidst his troops. Hack and slay the opposition as you try to tear into their ranks, and keep the morale of your troops high, or you'll find yourself all alone.

This is one of the most visually impressive PS2 titles out there. Between battles, the game takes a cinematic approach. The graphics are breathtaking and the din of combat will echo through your speakers. This is definitely worth checking out.

Dreamcast

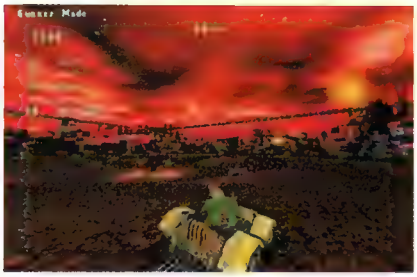
Gorkamorka

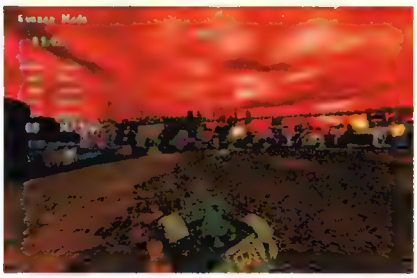
Publisher: Ripcord
Developer: RealSports
Release Date: November

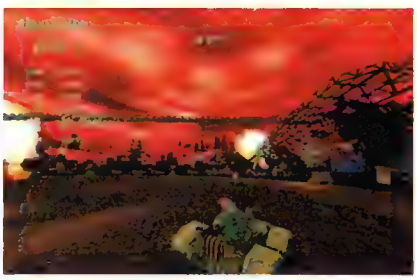
Based off of the tabletop strategy game by Games Workshop, Gorkamorka is a vehicular combat game that's on a desolate planet where two rival bands of Orks fight endlessly for the honor of their two gods, Gork and Mork (you'll understand it better if you play the game).

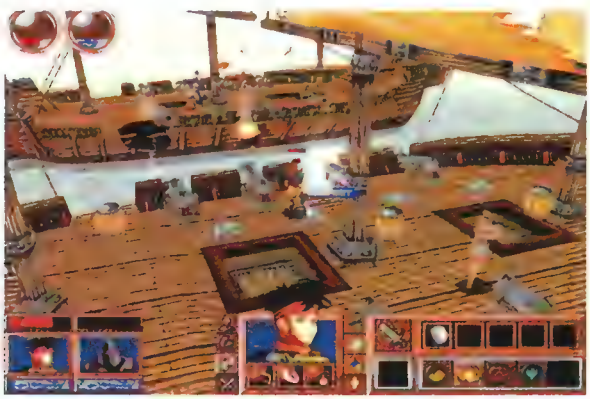
This GD focuses on the racing element of the tabletop game. Control a buggy, wartrukk or Scorcha and race and fight your way to victory. If you win, you'll be awarded Teef (Orks use their rapidly growing teeth as money). By spending your Teef, you'll be able to upgrade you vehicles with all sorts of nasty weapons.

Gorkamorka really brings GW's strategy game alive. The attention to the Warhammer 40K universe is marvelous. If you play 40K or just like vehicular combat, check this out! [These screen shots are from the PC version of the game.]









Legend of the Blade Masters

Publisher: Ripcord
Developer: Ronin Software
Release Date: September

As the first online RPG for the Dreamcast, we've got a lot to look forward to with Legend of the Blade Masters. This game will offer a single-player quest as well unlimited multiplayer potential with its internet capabilities.

The single-player adventure is an expansive quest that offers a huge interactive world (at this time, though, there is not much revealed about the game's storyline). Although the multiplayer mode is not as complex, story-wise, it's definitely lot of fun (think Gauntlet Legends or Diablo). You will need to work together, as the game's difficulty level is determined by how many members there are in your party. Finally, an RPG on the DC! [These Screen shots are from the PC version of the game.]

Nintendo 64

Banjo-Tooie

Publisher: Nintendo
Developer: Rare
Release Date: November

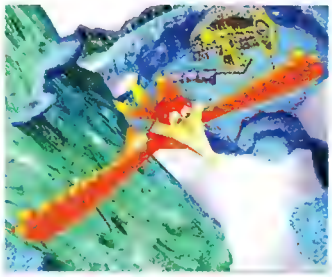
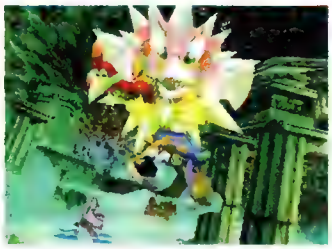
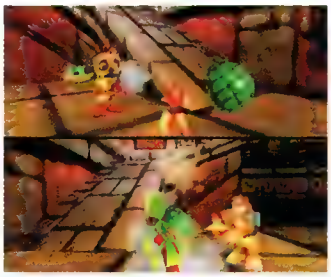
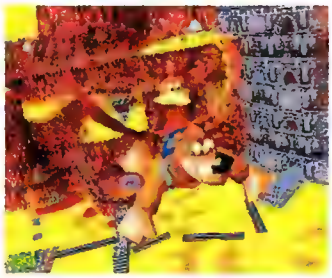
That lovable, mildly annoying bear and bird team is back for their second adventure on the Nintendo 64.

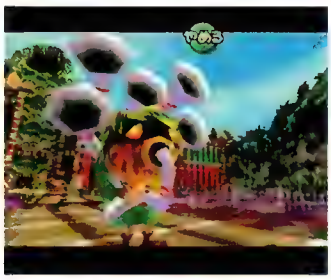
After the hint of a sequel at the end of the first game, Banjo fans have been anticipating this game for a long time. It looks like the wait is going to be worth it, as Banjo-Tooie is shaping up to be very nice indeed.

Like the original, you control Banjo and Kazooie together, but in this game, you can also separate them to go off into areas that are meant for just one of them to explore. In addition to this, you can even control Mumbo Jumbo at certain points.

Of course, an N64 game wouldn't be complete without some sort of multi-player mode, and Banjo-Tooie doesn't disappoint. There are several modes that allow you to take on your friends in heated battle.

It's been a long time coming, but Banjo-Tooie should be tons of fun.



Legend of Zelda
Majora's Mask

Publisher: Nintendo
Developer: Nintendo
Release Date: November

Perhaps you've heard of a little game called The Legend of Zelda: Ocarina of Time? Well, this fairly popular game is now getting a sequel. And despite the fact that the graphics haven't changed much (except for the need of an Expansion Pak), the gameplay is quite a bit different.

Majora's Mask deviates from the standard adventure game formula in that Link has a three day time limit—he has to use the Ocarina of Time to replay the same couple of days over and over in order to save the world. Also, the different masks of Majora's Mask grant Link new abilities that he has to use throughout the game, so count on having some fun trying out each mask's special power.

Majora's Mask is the perfect game for those craving more adventure.

Game of the Month

OCTOBER 2000

Does Whatever A Spider Can

SPIDER-MAN

From the moment you turn on this game and hear the rockin' remix of the classic Spider-Man theme song (you know, that "spins a web, any size" ditty), you know that you've found a comic book-based game that was made by programmers who have done their homework. This game certainly does its namesake justice. As we're far too aware of, this is a rarity with comic book games. Spider-Man is based off the Tony Hawk's Pro Skater engine, and the controls, difficulty, and everything else have been checked to make sure that this didn't turn into a simple Tomb Raider-ish 3D action game. Even the level objectives are varied enough that you don't lose interest over the course of the game. Playing through this game once isn't enough to appreciate all the fine details. You'll want to swing with this wall-crawler again and again.

SPIDER-MAN

Spider! He Is Our Hero

by Phil Theobald
phil_theobald@ziffdavis.com

Just days before I wrote this, it was announced that the role of Spider-Man in the upcoming Spidey movie had been cast. While it's sad that Sam Raimi didn't need me to don the web-slinger's tights, I can still fight crime vicariously through Activision's new Spider-Man game.

There's just something about Spider-Man that translates well into a video game. With powers like the ability to swing between skyscrapers and crawl around on the ceiling, there's a lot of technique here. Throw in an army of thugs to beat up, and you just can't miss.

The only (minor) problem that I had with the game was the control. Occasionally, climbing on the walls and ceiling can be a bit tricky, especially when the camera starts moving around all over the place. Still, it's a minor issue that doesn't diminish the play value.

database

time to complete	Five hours
challenge	Moderate
coolest costume	Symbiote Spidey
goofiest voice	Mysterio
best advice	Practice the different web attacks
also try	Metal Gear Solid
system	PlayStation
publisher	Activision
developer	Neversoft

EVERYONE E CONTENT RATED BY ESRB

www.activision.com

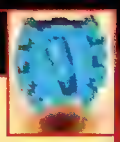
Before you jump into action to take on Venom, Mysterio, Doc Octopus and the rest, there are a few basics that you need to familiarize yourself with. Spidey's going to be in a lot of precarious situations in this game, so you have to know these if you hope to succeed. Learn these items and techniques well—you'll be using them all.

SPIDER ITEMS

Health

What would an action game be without health power-ups? Probably pretty tough. You can find these capsules scattered throughout levels and hidden beneath certain objects (look under everything). Luckily, the health icons tend to regenerate during the more difficult boss confrontations, so you won't have to remain gimpy for too long.

Web Cartridges



Unless you're wearing a different costume (more on that later), you will have to keep an eye on your Webbing Meter. You can carry up to 10 Web Cartridges at a time, and they each have a limited amount of webbing in them. Chances are that you won't run out of web very often, but it's something you should be aware of.

Fire Webbing

Sometimes, Spidey needs to turn up the heat, and there's no better way to do that than with Fire Webbing. Collecting this icon will give you a limited supply of flaming webs, which is perfect for wiping out symbiotes. You can wrap them up in webbing and let them burn, or lob a burning Impact Webbing Ball at them.

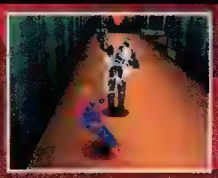
Spidey Armor

Peter Parker will be the first to tell you that standard issue tights offer little to no protection from the forces of evil. That's where the Spidey Armor comes in. With this, you gain a snazzy, new outfit that grants you an extended energy bar. As you're attacked, the armor's energy decreases until it's destroyed. Then, you're back to normal.

SPIDER ATTACKS

There are tons of bad guys in New York who are looking to take out our friendly neighborhood Spider-Man. If you're planning on taking them out, you'll need to learn all these attacks. You must be able to pull them off almost instantly—those baddies can attack anytime! Normally, any basic attack will do. When facing specific bosses and obstacles, however, you'll have to be able to use the correct attack at a moment's notice. If you hope to win, you must master them all.

Trap Webbing



This is the basic web attack. It's very handy for stalling an enemy that's preparing to attack. Just hit the Triangle button once to send a shot of webbings at your foe. Continue to hold down the button to coat the enemy in webbing. This will kill low-level enemies, but won't affect Spidey's stronger foes.

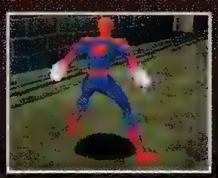
Impact Webbing Ball

This is the most versatile attack in the game. Press Up and Triangle to launch a ball of webbing at the enemy. You can also use the L1 targeting system to lock onto them. This attack does a lot of damage and is quite effective against boss characters. It doesn't work on symbiotes, though.

Webbing Yank

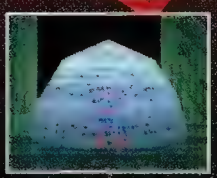
Holding Down and Triangle will launch webbing at your target and drag them to you where you can dish out a good beating. However, holding Left or Right as you do this will cause Spidey to hurl his foe off to the respective direction. This is great for slamming enemies into walls or off the top of buildings.

Web Spikes



When your fists just aren't getting the job done in the "pummeling bad guys" department, it's time to bring out the Web Spikes. Simply press Left and Triangle to coat your fists with webbing which acts like boxing gloves to give you extra power when attacking. Although they're not terribly effective, they do afford a little extra damage.

Web Dome



When you find yourself surrounded by enemies, there's no better way to earn a little breathing room than the Web Dome. Just hit Right and Triangle to cover yourself with a protective shield of webbing. After a couple seconds, the dome will explode, sending a shockwave out in all directions. This will push enemies back as well as hurt them.

LEVEL 1: THE BANK HEIST!

GET TO THE BANK!

This first area acts as a training level, allowing you to get used to the controls and different attacks in the game. The setup is that there's a bank being robbed, and being the superhero that you are, you must race to the scene.

To get there, simply follow the Spidey Compass at the lower right side of the screen. Just head in the direction that it points.

On most of the building tops are large blue question marks. Touching them will give you a quick tutorial on how to use the game's multiple techniques such as web slinging and beating up bad guys.

Mainly, you travel in a straight line across the buildings, but there are plenty of building off the direct path that are good for practicing your swinging. Once you reach the area where the police helicopters are hovering, the game will cut to a cinema and you'll move on to the next area.

This level certainly isn't very difficult, but it gets you prepared for the challenges that you'll be facing in later parts of the game.

BANK APPROACH

After a quick conversation with Black Cat, it's time for Spidey to get back to business. You need to follow the Compass to the top of the bank.

Before you go, though, you might want to check out the Fantastic Four's headquarters in the large building with the giant "4" on top of it just to the left of where you started in this area. Swing over to it, not just for a bit of Marvel history, but also for the comic book.

Now that you've gotten that, it's on to the bank. Let the Compass lead you forward until you reach the bank's roof. The only way in is through a window there. Unfortunately, there are some armed guards that you're going to have to deal with first.

Climb up to the top of the bank and get ready for a fight. Luckily, these are low-level thugs that you can easily take care of with a couple of punches or some Trap Webbing. Grab the health on the roof if you take any damage.

Once you've gotten rid of the guards, Spidey will automatically break the window and head down into the bank.

SPIDEY SAYS...

When Peter Parker's Spider Sense starts tingling, it usually means that you're about to face a tough enemy or that there may be a hidden passage nearby.

HOSTAGE SITUATION

Like the title of this area says, Spidey now has to deal with a hostage situation. These bank robbers have taken people hostage, and they're not afraid to kill them if they sense a threat. If just one of the hostages is lost, the game is over, so you must be careful.

Once you land inside the bank, walk out of the room you landed in and quickly silence the guard patrolling outside the door. Hitting him with your Trap Webbing is a nice, quiet way to do it.

Now that he's gone, it's time to get all Solid Snake on these guys and use stealth. Press R1 to shoot up to the ceiling, where you can crawl around undetected. Use this opportunity to get a lay of the land. You'll notice a terrorist guarding a hostage inside a small office. This is the hostage you need to save first.

See that little white spot on the ground? That's where you'll land if you jump down. Position yourself so that you're right next to the terrorist guarding that office. Drop down and take care of him quickly. One fun way is to immediately grab the guard (by pressing Square and Triangle) and begin punching him. You'll take him out with no problem. Quickly run out of the office and finish off the other terrorist patrolling the main room.

The remaining hostages are locked inside other room. There's a locked room that you must get into to unlock the other doors. The only way into it is through a vent. Look for the grate on the ground. Go stand on it and use R1 to shoot up into the vent.

After crawling through, you'll be in the correct room. There are three switches in here as well as a guard. Get rid of the guard and start hitting the switches. Switches 1 and 2 open doors to free the hostages. Switch 3 opens a door in the room you're in; it also summons a couple guards—beat them up and head out the door they came through. Keep going straight until you reach another large room.

Quickly get back onto the ceiling and crawl around until you see some terrorists guarding more hostages. You'll have to work quickly to save them all, so position yourself right above one of the guards and drop down. Take him out and immediately get the other one. If you're not quick enough, the second terrorist will kill a hostage.

Once you get them both, leave the room in the direction that the hostages ran. You'll come to a hallway and an elevator that leads to the next area.

TRICK-OR-TREAT

Being the fashionable super hero that he is, Spider-Man doesn't limit himself to just one outfit during the game. As you play, you can unlock different costumes that not only look cool, but give you new powers as well.

As you progress through the game, you will unlock the Ben Reilly and Scarlet Spidey costumes. Although they add nothing new to the game, they do give you something new to look at.

Beating the game on any level will give you the Symbiote Spidey costume. This outfit, which introduced Venom into the Spider-Man storyline, gives you unlimited Web Fluid during gameplay. As you can imagine, it comes in very handy.

Beat the game twice in a row on one difficulty level (by choosing continue after you've beaten it once) to earn the Spidey Unlimited costume. Now, not only will you look like the Spider-Man of the recent animated series, but you'll also have a very Metal Gear Solid-ish stealth mode where you are invisible to your foes.

The best costume is found after you beat the game on the Hard difficulty level. The Captain Universe outfit gives Spidey unlimited Web Fluid and extra strength. Not only that, but it makes him quite invincible. You can't ask for much more. There are a couple other outfits to find, so start tearing into the game. Dig up those secrets!

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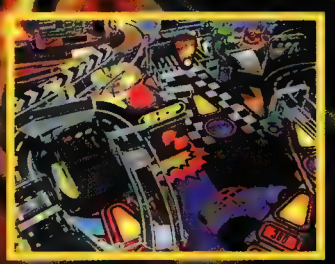

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CONTENT RATED BY ESRB

Dreamcast

PlayStation

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STOP THE BOMB!

This area has more hostages to save, so immediately get on the ceiling to avoid being noticed. Not only do you have to deal with terrorists guarding the hostages, but there are several other guards patrolling the area as well. When you free the hostages, they run out the door that you entered the room through. Any guards that are still standing between the hostages and the door will not hesitate to shoot them. To avoid dead hostages, take out the guards as you come across them, working your way to the far side of the room.

If you hear a hostage yelling for you to save him, get to him quickly—a terrorist is about to shoot him. Once everyone is freed, go to the grate on the floor at the far side of the room. Use R1 to get up into the vent above the grate and work your way into the next room.

After taking out the guards in here, a door will open up and another guard will enter. Take out the guard and go through the door he came through. Upon entering the next room, Spidey will notice more hostages and a bomb. You will see two switches in this room: one green and one blue. The green switch opens a gate to the room with the hostages, but don't press it yet. Instead, run over and hit the blue switch. This will open a "big safe" as Spidey puts it.

After doing that, it's time to hit the green switch. Run in the room and quickly take out the terrorists. Once they're out of the way, run over to the hostages so they know it's safe to leave. The only problem now is the ticking bomb that the terrorist have activated. If you listen to the blue question mark next to the bomb, you'll learn that pressing the Square button lets you pick up certain objects—now would be a good time to use that skill!

Pick up the bomb and carry it into to the safe. Spidey walks a lot slower with the bomb, but it's better to walk it to the safe than to keep throwing it and picking it up—you see, once the bomb is thrown, the timer starts to count down much quicker.

Once you've tossed the bomb into the safe, press the red button to close it. The bomb explodes harmlessly in the safe and you're off to the next level.

LEVEL 2: STING OF THE SCORPION!

RACE TO THE BUGLE

Welcome to the first timed level. Scorpion is after Peter Parker's boss, J. Jonah Jameson, so get Spidey to the *Daily Bugle* before ol' Scorp gets his hands on JJJ. After all, we all know that editors in chief are some of the greatest people to inhabit the earth, and they must be protected at all costs.

Luckily, the Spidey Compass shows you exactly in what direction you need to swing in order to get to the *Bugle*. The only problem is that the buildings are spaced a bit further apart in this part of town. It's not too big of a problem, though. Just get a good running jump off of a building, and, as you're falling towards the second one, start hitting the R2 button. When you get close enough to the second building, you'll automatically swing over to it. If need be, climb up to that building's roof and continue in the direction the Compass points.

The buildings will be crawling with thugs, but don't waste time fighting them. You have to get to the *Bugle* as quickly as possible and every second you spend fighting instead of swinging is another second closer to Jameson's demise. If you avoid confrontations and just swing, you should make it there in plenty of time.

SPIDEY VS. SCORPION!

Get ready for your first battle with a super-villain! Luckily, Scorpion's not too tough once you get his pattern down. Just remember that you're not Scorp's primary target. During this battle, if you're not attacking Scorpion, he's running around the office looking for Jameson. If JJJ takes too much damage, he'll be killed and you'll have to start the level over.

To prevent this, simply don't let up on Scorpion. Impact Webbing Balls are rather effective on him, but if you're running low on Web Fluid, you might want to attack with your bare hands.

Try to run around behind Scorpion if you can. If you need to, trap him with a bit of webbing to slow him down, then get behind him and deliver a few blows. Don't stay there too long, though. After landing a few punches, quickly jump out of the way to avoid Scorp's tail attack.

During the battle, Jameson will flee the room and Scorpion will forget about you in order to follow him. Run after the two of them and continue the battle. Repeat whatever technique you've been using and he'll go down soon enough.

%?$R*! NEIGHBORHOOD SPIDER-MAN

If there's one thing that Spider-Man hates, it's a potty mouth. Seeing as how we work in an office full of relatively immature video game editors, we couldn't resist getting a little cheeky with Spider-Man's Cheats menu. While entering dirty words into a video game is always funny, what happens when you try it with Spider-Man is absolutely hysterical. Once you enter a naughty word, Spidey himself pops up onto the screen and smacks the word so it changes into a less threatening one. Here's a partial list of Spidey-approved words:

- Fluffy
- Lobster
- Sodapop
- Spice
- Flower
- Nice
- Love
- Honey
- Puppy
- Cake
- Iowa

Now, Spider-Man's going to head over to Ogre Battle 64 and clean out their filthy mouths.

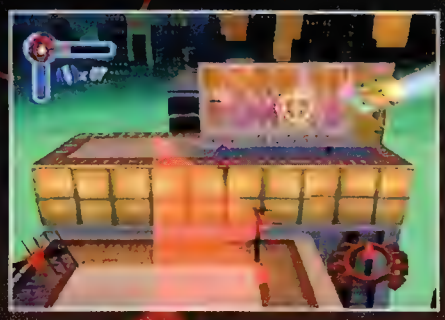
POLICE CHOPPER CHASE

After that battle with Scorpion, you'd think Spidey would be able to relax. Unfortunately, the police are now after you. You must run and swing from rooftop to rooftop to avoid a police helicopter. In addition to shooting at you with a machine gun, it also launches missiles at you!

When a missile is about to be fired, a large red target appears at the point of impact. Pro tip: Stay away from areas where there will soon be an exploding missile.

Other than that, just keep running. Although the Spidey Compass shows the way, the buildings here form a path to where you need to go—getting lost is completely unlikely. Just try to always land on the roofs of the building, though. Having to climb up the side of a building makes you a sitting spider for the chopper's machine guns.

Another hazard will be the cops on the roofs, but just run past them. If you keep moving, you should avoid most of the cops and the machine gun fire. After a frenzied chase, you'll reach a large boarded-up building that ends this area. Too bad the chase isn't over yet...



MISSILE ATTACK

Now, you have to make your way up the side of this building while dodging the helicopter's machine guns and missiles. Spotlights will be scanning the building, and if they catch you, the cops open fire with the guns. Meanwhile, they're blasting away with their missiles...

The areas of the building that are boarded up with wooden planks are the main parts that get attacked by missiles. This means that you shouldn't crawl on the boarded-up sections. Parts of the building that are blown away become engulfed in flames that will kill you if you touch them, so only crawl over them when you absolutely have to.

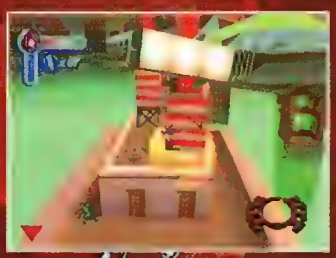
Soon, the camera will change a bit, and you'll see a sniper's scope on Spidey. Dodge this. If you don't, they will shoot at you. They are snipers, after all. Luckily, you won't have the missiles to worry about during this part, so concentrate on dodging the scope.

When you reach the next ledge, the action will pick up again. If you ever happen to find yourself trapped on a ledge with burning segments all above you, try jumping straight up and pressing R1. You may be able to pull yourself up past the fire. Keep moving up until you reach the roof, which will end this area.

BUILDING TOP CHASE

Once again, you're being chased across the rooftops. This time, however, the buildings are much farther apart. You're going to have to make a lot more running jumps off buildings before swinging over to the next. Follow the Spidey Compass and watch your step.

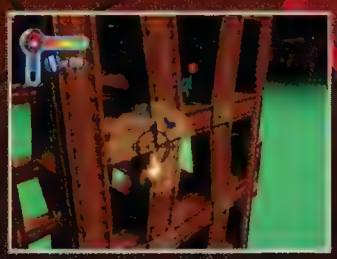
One tricky part involves jumping from a building to a crate being suspended from a crane. Once you do that, quickly jump over to the second crate that is right next to the first one. From here, you can jump either to the crane holding the crates or to an unfinished building. Be sure to go to the building—the crane leads you off the path and leaves you open to the helicopter. From the steel girder structure that you have swung to, swing over to the next building.



SCALE THE GIRDERS

Yeesh! How long are you going to have to dodge the police? Once again, you're climbing up a building. Dodge the machine gun fire until you reach an unfinished section of the building.

From here, climb the girders, making sure to avoid the view of the sniper scope, which will now be following you up. If need be, start climbing inside the structure to avoid the sniper. There are thugs inside the structure, but if you keep moving, they won't even notice you. Keep going until you get to the top. See that big crane on the top of the building? Get on it and run out on it as far as you can. You'll see a crate suspended from another crane out in the distance.



Now's the moment of truth. Get a good running start and jump towards the crate. As you're falling, shoot a web over at it. When you land on it, climb on top of it. The police will shoot it with a missile, but don't worry, this area's finished.

POLICE EVADED

Those cops don't let up, do they? Back on the rooftops, Spidey's still running from the law. The Spidey Compass will be a bit confusing at first, as it's pointing you in a direction where there are no building to swing to.

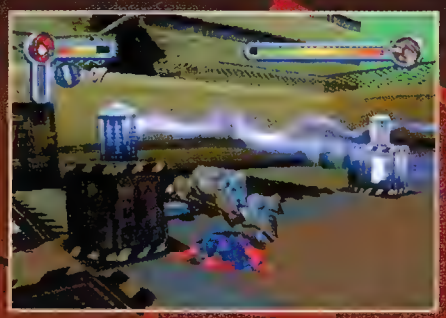
Start off by swinging over to the suspended crates in front of you. From there, it's just a matter of following the Compass and swinging across from building to building. The drill's the same as always: Dodge the cops patrolling the rooftops and keep moving. When you reach the final building in this area, the level's finally over.

LEVEL 3: RHINO'S RAMPAGE!

SPIDEY VS. RHINO!

■ Level three is the shortest level in the game, considering that this boss battle is the only area in it.

■ Rhino isn't that bright, so he's not too tough to beat. Actually, you can actually trick him into doing a ton of damage to himself. If you're good enough, you won't have to lay a finger on the big lug. In the area where you fight Rhino are four power generators that create a fence of electricity. Be careful not to touch the current—it damages you and knocks you off your feet. If you stand still long enough, Rhino will charge headfirst at you. Now here's the trick: Stand between Rhino and a power generator. When Rhino runs at you, jump out of the way at the last minute. The poor dope will ram into the generator and get zapped. He'll take some damage, but don't try punching him at this point. Rhino conducts electricity, and you'll get hurt if you touch him.



■ After Rhino hits each generator a couple times, he'll destroy it. Once all the generators are gone, try luring Rhino into the barrels in the corners of the area. They'll explode when he hits them, so try not to be near them when he does. After a bit, he'll take so much damage that he'll do himself in. You almost feel sorry for the guy.

LEVEL 4: ENTER VENOM

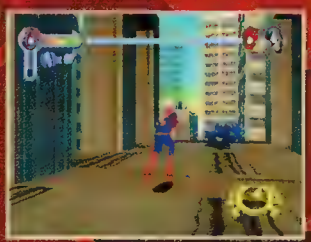
CATCH VENOM

■ After that easy boss battle with Rhino comes a fairly difficult level. To clear this stage, you need to chase Venom across the rooftops of New York. If you aren't quick enough, he'll eventually outrun you and you'll have to restart the level. Watch the meter at the top of the screen. If the Spidey icon reaches the far left, you've lost.

■ The main challenge stems from the fact that Venom moves a lot faster than you. To keep pace with him, you're going to have to take a lot of shortcuts. Venom doesn't always use the shortest route possible to his destination, so you can catch up with him by swinging over to building that he goes around.

■ At the level's halfway point, Venom will stop at a building topped with a series of girders. Once you reach that area, you'll have to run around it for a bit chasing the villain. Soon, he'll leap away and the chase continues.

■ At the very beginning of the second part, Venom will jump around on a roof top for a bit before flying off in a completely unexpected direction. To make sure you don't lose him, don't bother chasing him around. Immediately head to the left of where you started this part and chase after him when he bolts. From there, the level plays out just like the first half, so just use the same strategy. This part is tough, so keep trying.



SPIDEY VS. VENOM!

■ Now that you've finally caught up with Venom, it's time for a fight! You didn't think that he would just give up when you reached him, did you? Venom can be a bit challenging, but if you've been practicing the Impact Webbing Balls attack, you will have a much easier time.

■ Whatever you do, stay on the ground during this battle. If you try climbing the walls, Venom will pull you down with his webbing.

■ Don't even think about attacking him head-on. He'll grab you and begin licking you, which is not only gross, but damaging as well. Instead, get into a corner where he can't sneak up behind you. Wait for him to teleport into the arena and shoot him with Impact Webbing Balls. You'll generally get two shots off before he teleports back out. This is the quickest and most effective way to damage him.

■ If you do take damage, the arena is littered with Health icons. There are also plenty of objects scattered around that you can pick up. These are great for tossing at Venom, plus they other hide power-ups. Avoid picking up the items if you can, however, since the time needed to grab them gives Venom the opening he needs to catch you in his webbing and pull you over to him.

■ It will be a frenzied battle, but Venom will eventually go down. Don't worry, though. This isn't the last time you'll see his smiling face.

COMICS COLLECTOR

■ Spider-Man may have started out as a comic book character, but that doesn't mean that he can't collect his own printed adventures. After all, you gotta keep yourself occupied when you're out fighting evil.

■ Scattered throughout the game are 32 comic book icons, each one representing a different issue of Spidey's comics history. After you collect a comic, you can view the cover and a brief description of the issue on the Comic Collection screen.

■ The comics that you find are some of the more popular story arcs or milestones from the Spider-Man mythology. You'll now be able to see the issues in which many of Spidey's arch-rivals were introduced and when major plot twists occurred.

■ In addition to giving the game a ton of replay value, finding all of these elusive comics may just open up a secret...

SPIDEY SAYS...

This guide is written based on the Normal difficulty level. If you play it on Easy, there are fewer enemies and some of the puzzles are easier to solve.

SEWER ENTRANCE

■ This is a short little area that neatly flows into the next zone.

■ Follow Venom down into the sewers. Here you will face a new menace: Lizardmen. They're plenty tough, so try to avoid fighting them when you can.

■ After dodging a few Lizardmen, you'll come to a large, open room full of giant pipes. Swing across the pipes to the other side of the room, again, avoiding any conflict.

■ The next room you enter forces you to battle the Lizardmen. To even up the odds a bit, use the Web Spikes to increase the damage you cause.

■ After wasting the Lizardmen, continue down the hall where you'll have a confrontation with Venom. From there, you proceed to the next area.

SEWER CAVERN

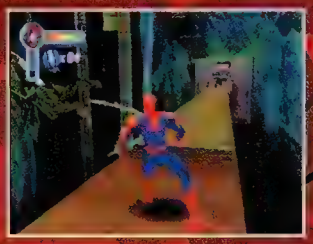
■ Once you enter the room where Venom is, you'll notice a couple more of those large pipes. Venom takes off pretty quickly, and you need to follow him.

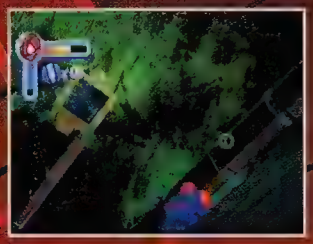
■ Swing over to the second pipe and face the Lizardmen on it. To deal with them, use the Webbing Yank to throw them off the side. Now that the pipe is free of debris, walk to the far end until Spidey begins talking about the L1 Targeting Mode. Hop onto the raised section of pipe that connects it to the wall and hold down the L1 button.

■ The game now shifts to a targeting mode where you can freely look around. Look to your left, and you'll see multiple tall, skinny pipes. scan the closest one to you until the target turns green. When it does, hit R2 to swing to it.

■ Don't be tricked into thinking that you must go into the large pipes jutting out of the wall. Instead, work your way around the pipes, using the L1 Targeting Mode to swing to each one. After swinging over to the fourth pipe, you'll see a shorter pipe below that sits in front of a door. Swing down to the top of that pipe and then over to the door.

■ Through the door, you'll be confronted by more Lizardmen. Dodge them and keep running. Soon, you'll come to the subway tunnel where you'll catch a ride to the next level.





SUBWAY

■ As you ride on the top of the subway (couldn't Spidey afford a ticket?), you'll face a barrage of Lizardmen. Not only do they pose a threat, but you have to be careful not to fall off the train. Doing so instantly kills you.

■ To clear this stage, you need to stay alive until the train reaches its final destination—as indicated by the meter at the bottom of the screen.

■ Whenever you defeat a Lizardman on this stage, it will quickly replaced by another. To avoid having to constantly fight, we found the the pacifist approach is the best here. Jump your way from one end of the train to the other and then back again—this should have you avoiding the Lizardmen entirely.

■ When the train reaches the end, you will have to stop jumping and beat up a few Lizardmen before you can continue, but you shouldn't lose nearly as much health as you would trying to take on an army of them.

■ One nice aspect of this stage is that as the train travels, Health and Web Fluid icons continuously fly past you. As you're leaping back and forth, you'll most likely pick up quite a few of them, thus maxing out your inventory—not a bad deal.

■ Another easy way through this level is to earn a costume with unlimited webbing. While wearing your super costume, stand in the middle of the train and repeatedly use the Web Dome technique. The Lizardmen won't be able to touch you, and you should be able to knock quite a few of them off the train. Sure, it's not entirely fair, but it's tons of fun.

SEWAGE PLANT

■ When you start this level, you'll be under attack by a few Lizardmen. Swing past them until you reach the end of the hallway. Take a right and continue that way until you reach the end. You may not notice it right away, but at the end of the hall there is a tunnel in the ceiling that you can crawl up. Head up there and go down the corridor that it leads to.

■ You will quickly come to a ledge that drops off into a pool of water. Don't fall in, since Spidey's tights apparently absorb a lot of water and cause him to sink. Instead, shoot a web at the large switch on the opposite wall. Suddenly, the pool begins to drain like a big toilet. Hold down L1 and watch the water drain. When the water level falls below the grating on the floor, hop down and run through the tunnel there. At the end of the tunnel, press R1 to shoot up through the ceiling. Act quickly, since the pool only remains drained for a short period of time.

■ In the next room, there are three switches. Press all of them to open a door back where you first climbed up into the ceiling. To get back to that door, you must again drain the pool by hitting the switch near the water's edge. A few Lizardmen have appeared there, but you can easily dispose of them by hitting them with Impact Webbing Balls from a distance. They should fall back into the pool.

■ Cross the drained pool and climb back up on the ledge. You can now continue walking straight through the door that has opened. Take care of the Lizardmen you encounter along the way and you'll eventually reach another pool where you must repeat the same process to get past the pool and activate the switches in the room past it. Be careful, though, this room is guarded by Lizardmen.

■ Once you hit the switches, head back out past the pool. When you climb out of the pool there will be an open pit in the floor. Since that's the only way you can go, drop down there.

■ When you land, you'll be right next to a tunnel filled with water. Shoot the switch on the wall just above the water and wait for it to drain. Again, you must work quickly here. Hop into the tunnel and run straight ahead. About halfway down the tunnel, climb onto the ceiling and continue walking. You'll crawl up into a difficult to see passage. Continue crawling through here to end the level.

HIDDEN SWITCHES

Upon entering this level, run forward into the large open room. There are four switches in here that you must activate and they're not nearly as well hidden as the area's name would have you believe.

The switches are in the four corners of the room and only one is active at a time. Head to the left first and hit the glowing green switch. Swing over the pool of water and hit the switch on the other side. Repeat this pattern until all switches are activated.

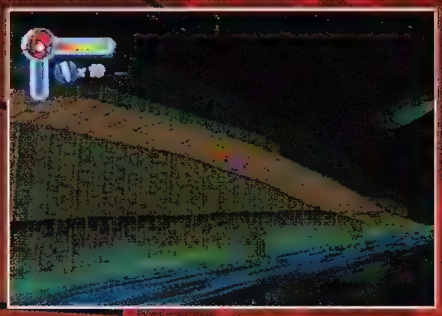
When they've all been hit, the pool will drain and you can enter the door that it was hiding.

While you're running around hitting the switches, the only hazards will be the attacking Lizardmen and the pool of rushing water. The Lizardmen are easily avoided, and the pool will pose no problem if you've mastered web swinging (which you really should have by now).

From here, you move on to another easy area.

TUNNEL CRAWL

Right away, you'll see Venom bounding off to the left in the tunnels ahead. Dodge the Lizardmen in your path and run after him. At the end of the tunnel he ran down, there is a busted grate. Jump onto the ceiling and climb through the grate.



From there, the game shifts to more of a side view. You must crawl though the tunnel, making sure to avoid the rising and falling water level. On the wall, you'll notice a dark horizontal mark. This is the highest point that the water rises to. Wait until the water rises up to it. As it starts to fall again, follow it down. If you keep crawling, you'll end up back above the water when it rises again.

Patience is the key to this part of the level. Just don't try to rush it and you'll be fine.

At the end of the tunnel, you'll run past some Lizardmen and enter a room full of water. Swing across the room and hit the switch on the opposite side. This will drain the water. Head back into the room and drop down. There will be two large gray boxes on the floor. One of them has a switch on it that opens up this level's exit door. Hit the switch and head on out to the next area.

WITH SPECIAL GUESTS...

Crossovers are a fairly common practice in the comics world. You can rarely look on the racks without seeing characters from different series teaming up or duking it out. The same holds true for this game. During his adventure, Spidey bumps into a few of his super friends.

Look for guest appearances by Daredevil, the Human Torch, the Punisher and Captain America himself. They may not affect the gameplay, but it's fun to see that the game makers are obviously comics fans.

VENOM'S PUZZLE

So far, Spider-Man has been full of web-slinging and plenty of fighting. Now they toss a logic puzzle at you? Luckily, it's a lot easier than it may originally appear.

Venom has trapped himself behind four doors. Inside a large, cylindrical room behind you are four colored switches (red, yellow, green, blue). Each one activates different doors by either opening or closing it, depending on the door's state when the switch is hit. At the bottom of the room is a swirling whirlpool that kills you if you fall into it, so use the L1 targeting mode to swing to the different switches.

If you want to try to figure it out on your own, the chart at right shows which doors are affected by the switches.

Doors marked with a "spider" are affected by the colored switch.

	Door 1	Door 2	Door 3	Door 4
Red		🕷		🕷
Yellow		🕷	🕷	
Green	🕷			
Blue	🕷		🕷	

If you're too lazy to use the chart to deduce the order to press the buttons in, here's the cheater's way out:

- *Red*
- *Blue*

See? We told you it was easier than it looked. Once all the doors have been opened, run through them to the next area.

SPIDEY SAYS...

Does the game's narrator sound familiar? If you call yourself a comics fan, he should. That's Spidey's creator (and Mallrats star), Stan Lee talking.

THE LIZARD'S MAZE

As the name says, this level certainly is a maze. First, though, you're going to have to deal with Venom. This isn't a full-fledged boss battle, so you only have to hit him a few times before he lets you proceed. A well-placed Impact Webbing Ball with scare him off for now.

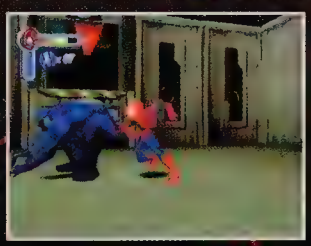
Once Venom is out of the way, climb into the maze. Most of the maze consists of you climbing around on the ceiling above water. Occasionally, you'll come across some ledges that you can jump down on and walk across. Venom has scrawled clues such as "Cold" and "Warm" on the walls to help you out, but navigating the maze that way could take forever.

For an easier time, start climbing on the maze's ceiling, past the crushing machinery and turn right down the first passage you come across. Keep going straight down this passage. You'll run into Venom, so hit him again with an Impact Webbing Ball. Continue straight, making sure to climb on the ceiling over the waterway. Soon, you will come across the Lizard, who has been trapped by Venom. Lizard will give you directions out of the maze.

It's a little tough to remember the directions all the way through the maze, so here's a quick reminder:

- Head back in the direction you came from.
- Turn right down the third waterway you come across.
- Continue going straight past two crushing machines.
- Turn right into the second passage past the crushers.

Go down this passage to fight Venom again.



SPIDEY VS. VENOM AGAIN!

That Venom just doesn't quit, does he? Now he's kidnapped Peter's wife, Mary Jane, and suspended her over a hole in the floor.

There are four switches in the room: two on the far walls and two more on raised platforms near the other two walls. Hitting a switch will start a flow of water into the pit where Mary Jane is tied up. As Venom fights you, he also turns on the switches to distract you. Whenever one is turned on, drop everything and immediately shut it off. If you have a clear shot at it, the quickest way is to shoot it with a web. When Mary Jane's meter on the right of the screen fills up, she drowns, so don't waste time. If you're having trouble telling which switch has been hit, look at the floor. The water flows into the pit from the switch that's been activated.

When the fight begins, the switch against the far wall has been flipped. Quickly shoot it with webbing to turn it off. Stand in the middle of the room and wait for Venom to reappear. If you have a clean shot at him when he appears, hit him with an Impact Webbing Ball. If he's out of your range, charge after him. The faster you get to him, the less time he has to turn on the water or to attack you. When you reach him, use more Impact Webbing. You can usually get out one or two shots before he teleports away.

Just be careful when you're shooting that webbing all over the place. You can accidentally turn on the water flow if you hit a switch, so aim carefully.

SPIDEY SAYS...

If you're having trouble mastering the game's many techniques, check out the Training Mode. Who knows? You may even unlock a few secrets here...

LEVEL 5: THE INVASION!

SYMBIOTES INFEST BUGLE

From this point on, you'll be facing the toughest basic enemies in the game: the symbiotes. These slimy, pink creatures are not only incredibly strong, but they can leap great distances as well and crawl on the ceiling. Web attacks are essentially useless on them, so run away from them when you can.

In this level, you need to get through the *Daily Bugle* building, which is under siege by the symbiote menace. There are also hostages to save, so don't just charge through the level.

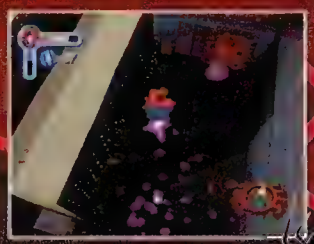
The hostages have been trapped in air conditioning vents by some red slime. Turning on the fans will get rid of the slime and free them. The first fan switch is right at the beginning of the level. There is an office with a shattered glass window right where you start the stage. Through the window, you'll see a computer with a large red button. Shoot the button with your web to free the first hostage.

The Bugle isn't a very complex building, so finding your way through it shouldn't be that bad. Climbing on the ceiling is a good way to avoid the symbiotes for a while.

In the second large room you come to, there will be a large, glass window. Punch through the window to free the hostage inside. In the room the hostage ran from there is a grate on the floor. Stand on it and use R1 to fly up into the vent.

In the vent, there is a symbiote and a screaming hostage. Don't waste time and energy on the symbiote, but drop down the vent that's straight across from where the hostage is. When you land, there will be a switch on the wall that turns on the fan to free the man you just passed.

All the hostages will be freed now, so run through this new room until you reach a door that's covered with red slime. Hit the switch next to it to get rid of the slime and reveal an elevator shaft. Jump down it to the next area.



ELEVATOR DESCENT

After jumping down the elevator shaft, you land on top of the descending elevator. There's a symbiote hitching a ride as well, so quickly charge it and knock it off the side before it gets a chance to attack. Eventually, the elevator will stop and you must reactivate it.

To do this, jump onto the wall that's closest to where the symbiote appeared. Climb down a bit and you'll find two recesses in the wall. The switch you need to hit is in the room on the right. Head in there and get ready to fight a symbiote. Take it out and then hit the switch. When the elevator passes the room, jump back onto the top of it. If you need a bit of health at this point, run into the recess on the left to find a health icon. Just be careful of the symbiote that's also hanging out in that room, though.

Stay on the elevator as it heads down. If any symbiotes fall onto it with you, quickly attack them to push them off.

When the elevator stops again, it's time to get off. Drop down onto the red slime and you'll notice two red switches on the same wall that the two rooms were on. Hit the switch on the right and run through the door that opens next to it. Be quick, though, as there are a few symbiotes waiting down here to say hello.

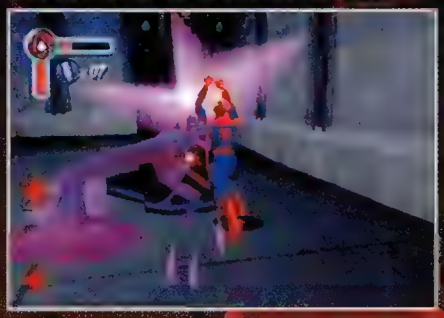
BEHIND THE SCENES

One of the more interesting extras that open up when you beat the game is the Storyboards menu. Here, you can see how the game's artists planned out the cinema sequences and transformed them from rough hand-drawn pictures into the computer-generated movies that play between levels.

It's fun to look at the storyboards and then watch the movies again to see scenes that were recreated perfectly and what has changed from the early planning stages.

STOP THE PRESSES!

■ Inside the *Daily Bugle*'s printing room, Spidey discovers that the symbiotes are being created in symbiote Generators. Take a cue from the Incredible Hulk and smash them.



■ To destroy the generators, punch the pulsating pink blobs on the side of them until they explode. There are four generators in this area to destroy. The first one is right in from of you as the level begins. The other three are a bit more hidden, but not by much.

■ From the location of the first generator, run to the far left wall and go straight ahead. Enter the large door you come across. The second generator is in the small room there.

■ Head back out to the main room and go through the door to your left into the second large room. The third generator is right in the middle of this room.

■ From the third generator, go to the left and enter the large door against that wall. Pushing the green switch in this room will open a door to reveal a Fire Webbing icon. The fourth generator is also in this room.

■ To leave this area, run out of this small room and into the room to the left. In here is an exit into the *Bugle*'s basement, where more generators await.

■ During the level, dodge the symbiotes whenever you can and make sure you don't fall into the *Bugle*'s printing presses. If you do, Spidey will be crushed in the machinery. (It's not good for your gaming skills, but it's kinda fun to watch in a sick sort of way).

BUGLE'S BASEMENT

■ Down in the *Daily Bugle*'s basement, you'll find some large furnaces. (That place either gets really cold in the winter or the printing presses are run on coal power.)

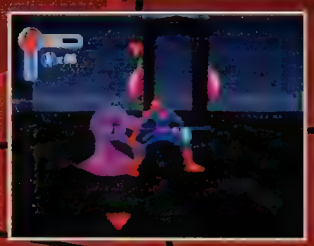
■ This level can be a bit of a maze, so try not to get lost. First off, run forward and enter the first (and only) room to the left. Dodge the steam and symbiotes in here and destroy the first generator. Before leaving, hit the switch in here to open up where you need to go.

■ Leave the room and head left. The switch opened up a passage across a fire pit. Swing across and keep going straight until you reach another gate. Did you see that strange figure run down the hall here? We're going to find him. Hit the switch near the gate and run right.

■ When you reach an intersection, take a left and run over to the gate here. Turn right into the passage just in front of the grate. There will be a Web Fluid icon and a symbiote will most likely attack you. Climb the wall here to find a room with a switch. Throw the switch and leave.

■ When you get back out to the hallway, go down the hallway that is right next to the one you were just in. A wall has slid away, giving you access to a secret room containing the last generator.

■ Once the generator is destroyed, the Spidey Compass appears and shows you where to go. Simply follow it to catch up with the mystery villain and end the level.



SPIDEY VS. MYSTERIO!

■ The battle with Mysterio is one of the coolest fights in the game, despite Mysterio's strange, Dr. Smith-ish voice. He grows to tremendous proportions, forcing you to knock out the conduits all over his outfit.

■ There are three levels that you need to attack him from, with two conduits on each. It's easiest if you start from the bottom and work your way up, since that puts you in the prime position for his second attack wave.

■ As you blast the conduits with your Impact Webbing Balls, dodge his attacks, which consist of him trying to stomp you or punch you. When you're on the highest level, he'll also grab at you, which actually does quite a lot of damage to you.

■ Occasionally, he'll let up on his attacks to summon giant, spiked balls that roll along the platforms that you're on. While he's busy conjuring them, be sure to blast his conduits. As soon as the ball appears, remember to jump over it as it passes you.

■ During this battle, multiple Web Fluid and Health icons will appear and regenerate themselves after you collect them. If you run in a circle around Mysterio and dodge his attacks, you can get yourself fully powered-up. In fact, this is recommended for his second form.

■ Once you blow up all the conduits, Mysterio goes berserk and starts to really attack. If you're not on the top platform, get there. Immediately start blasting him with Impact Webbing Balls. You'll take some damage from the lasers he shoots and from the newly electrified floor, but if you keep pounding him nonstop, you should stop him before he kills you.

■ While this is going on, he will occasionally pause to try and grab you. This is the only attack of his you should dodge. Being thrown down by this giant takes off too much damage.

LEVEL 6: THE MASTERMINDS

WATERFRONT WAREHOUSE

■ There are five more symbiote Generators in this warehouse that need destroying, so get to it.

■ The first two are in plain sight in the first section of the warehouse. If you need a little help taking care of the symbiotes, shoot up to the ceiling to find Fire Webbing icons.

■ Before leaving this section of the warehouse through the small doorway in the wall labeled "This way up," turn around to find a Spidey Armor power-up hidden with a stack of crates. Once you collect that, climb up the wall and through the door.

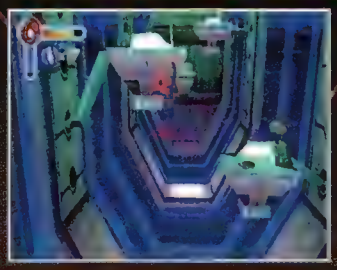
■ After climbing into the "hidden passage" (as Spidey puts it), walk to the left and take out the third generator.

■ Head out of this room and walk down the hall until you reach the second large section of the warehouse. The remaining two generators are sitting here just waiting to be destroyed. Do them the favor and leave through the door that opens.

■ Just like the first section of the warehouse, plenty of power-ups are scattered on the crates and girders in this room. Stock up while you can.

■ Once you're out of the warehouse, you'll run though a few passages and air ducts. It's not a complicated maze or anything, so just keep running through them until you are forced to jump down an air vent—it'll lead you to the next area.

UNDERWATER TRENCH



This level can be a bit tough. You need to pass through an underground tunnel where the floor and walls are electrified—one touch means instant death. To get through, web swing across the large, floating platforms. If that wasn't hard enough, there are giant laser guns mounted on the platforms.

Get a good running start before leaping to each platform, then swing to the next one closest to you. You'll eventually reach a door which will lead into another room to swing across. After getting through a few halls, you'll reach the exit. In between each of the large rooms are smaller rooms which contain a few power-ups. One of the rooms has a switch that opens up a door back near the beginning of the level. If you backtrack to it, you'll earn a comic book.

If you move quickly through the large rooms, the laser cannons shouldn't hit you much. Just power up between rooms if one hits you.

STOPPING THE FOG

You start this level on one of six platforms around a central hub. Each of the spokes has a door at the end of it. Run toward the center and grab the Fire Webbing power-up to use on the attacking symbiotes. From here, run to the door labeled with the glowing green "Security Control" sign.

In this room, Black Cat will fill you in on the plot. Basically, you need to enter the rooms labeled "A," "B" and "C" and flip some switches to close the vents that are spitting fog out into the streets of New York. Before doing that, though, you must flip the switch in this room to unlock the Port Rooms.

Once that's done, you can head to the lettered rooms and throw the switches. With each one you activate, the vents close and pressure begins to build in the main room.

When all the vents are closed, you move onto the final boss battles.

SPIDEY VS. DOC OCK!

The first of the final bosses is the not-so-reformed Doctor Octopus. He's got himself locked safely behind a force field, which you must deactivate before attacking him.

As the battle commences, run in a circle around him, dodging his flailing tentacles as you go. Soon, you will hear the grinding of moving machinery, signifying that one of the shield's four "On" buttons have been lowered. Pressing all four of these buttons turns off the shield for a short period of time. When you press a button, the shield will extend out into your path, but it's easily jumped as you continue circling Doc Ock.

When all the buttons have been pressed, the shield goes down and Doc Ock becomes immobile. Start blasting him with Impact Webbing Balls until the shield recharges itself. Repeat this until you take him the bad doctor down.

SPIDEY VS. CARNAGE!

Beat Carnage by getting him into the sonic bubble in the middle of the room. You can't lead him through it, since walking into it will kill you almost instantly. Instead, you're going to have to use the Webbing Yank to throw him into it.

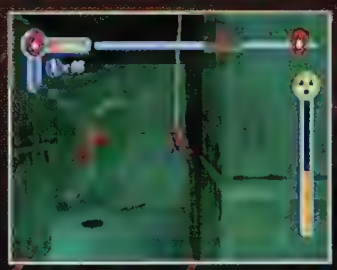
The best way to do this is to snag him with the Webbing Yank right when the battle begins. Don't give him a chance to move before snagging him and tossing him into the bubble. He'll take damage and the bubble will soon dissipate, allowing him to wander out of it.

As he's stumbling out of the bubble, run around to where he is and use the Webbing Yank once again to send him back into the bubble. If you're skilled with the Yank, you can repeat this process until he's dead.

If you miss, however, run away from him and wait until there's enough distance between you and him to toss him in again. Don't bother any other attacks since they have little to no effect.

If you have a suit with unlimited web fluid, you can toss Carnage into the bubble and continuously use the Web Trapping on him to keep him contained within the bubble. Sure, it's a bit sick to be torturing Carnage like that, but he deserves it after all the trouble he's put Spidey through.

SPIDEY VS. ???



We're not going to spoil things by revealing who the mysterious final boss is, but needless to say, it's pretty cool. There's nothing specific that you need to do in this level to win. All you have to do is survive.

This is another one of the timed levels. The final boss is chasing you through a seemingly infinite series of claustrophobic tunnels. If he catches up to you, it's instant doom.

Don't trying running from this enemy. The only way you can keep far enough ahead is by constantly swinging. Watch the shifting perspective, as it can throw you off when you need to swing around a corner.

When you reach an orange colored area of the tunnel, that's your cue to use R1 to shoot up to the next level. It's easy to fall behind in these areas, so make sure you don't waste a moment.

Once you climb up about 10 levels, you'll finally make it to the top. There are no checkpoints on this level, so if you die, it's back to the beginning. Frustrating? You betcha. Still, it's the final level, so it's supposed to be tough.

More O' That Same Ol' Feelin'

by Kenneth Miller
kenneth_miller@ziffdavis.com

Neither Quest nor Atlus ever lets me down. Quest produces great strategy games like Ogre Battle, Tactics Ogre, Final Fantasy Tactics and now Ogre Battle 64, while Atlus is quickly becoming my favorite US publisher with its excellent selection of titles and great translation work that doesn't sacrifice the feel of the game for cheap, childish jokes. As for this game, Ogre Battle 64's real-time movement and automatic battles makes it a lot like the original. If you liked Ogre Battle, you're sure to enjoy its sequel.

Although many of the headache-inducing features of the original (like the reputation meter) have been removed, new headache-inducing features (like the new battle system) have been added. All in all, it's one of the best games for the N64—especially if you enjoy old-school gameplay.

database

time to complete	40-50 hours
challenge	Moderate
beautiful	Music
ugly	Language
best advice	Train, train, train.
also try	Ogre Battle (SNES)
system	Nintendo 64
publisher	Atlus
developer	Quest

Before we Begin...

Between the manual and the in-game tutorial, just about all of the basics of the game are detailed and explained. To add to that, we've included strategy for a typical game mission as well as maps for every scene in the game that show all strongholds and hidden treasures. So sharpen your skills and your sword and lead your forces to victory!

The Basics

Entering Battle

The difference between the battle system of Ogre Battle 64 and that of its predecessor lies in the fact that you don't have to completely eliminate the members of an opposing unit to win the fight. In Ogre Battle 64, each unit attacks two or three times and the unit that does the most damage wins the battle. Afterward, the winning unit continues on its merry way while the losing unit is pushed a fair distance off course.

Running Scared

Rather than returning to fight again, a unit with a slain leader will run away from battle. If you manage to take out a unit's leader, you won't get all the experience and items unless you chase the unit down and defeat its remaining troops. It's a pain to do, but you can make it easier by changing to Unit-based targeting for the cursor and then selecting the unit you want to chase. If the enemy manages to defeat your leader, your unit will act in the same manner as the enemy. To fix this, select your unit and use Change Leader in the Unit Commands menu to change the leader of the unit to another soldier and then move the last unit of your army (preferably to a town den to revive the fallen leader).

Classic Tactics

There is a wide variety of available classes for your troops to become. In any given unit, you'll want to balance your classes with a combination of brute-force warriors and spell casters. A typical unit should have the leader in the back flanked by a healer and another magician. The front row should be lined with fighting classes. In many cases, you'll have several choices of class to use for a character. You can pick whatever you want, but remember whether characters are strength-based or magic-based so you know where to place them in the unit.

Tutorial

The best way to learn is by example. To really learn how to win a battle, you'll need to get in there and fight. The in-game tutorial discusses and demonstrates many of the finer points of the game and allows you to try them out in a simulated mission. Although these tutorial missions are a little easier than the missions in the actual game, they're a good place for a beginner to gain experience. For tackling the normal, harder missions, we've also included a detailed flowchart on the following page.

Let's Get It On

The Exterminator

In Ogre Battle 64, like many strategy games, it is useful to have a unit to act as the "Exterminator" unit. This is a unit that is more powerful than the other units and can always be counted on to win a battle. If you need to eliminate a pesky or powerful enemy unit that your other troops can't handle, you call in the Exterminator to take 'em out. Because you can start training him from the beginning of the game, it makes the most sense to make Magnus your Exterminator. For each mission, make sure that he and his troops have a higher level and more powerful equipment than the average unit you expect to fight.

Healing Factor

Of all the possible character classes, perhaps the most useful are the healers, like Cleric and Priest. These troops are invaluable and you should have one in every unit whenever possible. Whether you have a healer in your unit or not can easily decide the outcome of the battle, but remember, healers cannot attack. Because of this, you should place them in the back row of the unit so they'll take as little damage as possible.

Before the Mission

Make any necessary class, formation or equipment changes

A Typical Mission

The Mission Begins

1. Pause the game.

2. Dispatch all units.

3. Send your Exterminator and a medium-strength unit to the first stronghold on the path that has most strongholds on it (make sure this path leads to the enemy headquarters).

4. Send each of your next most powerful units, with a medium-strength unit as back-up, onto any of the other available paths.

5. Distribute any remaining units among the available paths, leaving at least one unit on your HQ.

6. Un-pause the game.

7. Once one of your units reaches the first stronghold on its path and (hopefully) wins, enter the stronghold, then check for a ghost or witch's den. If the unit that was guarding the stronghold is still strong enough to return, wait on the stronghold until it returns, then fight it again. Continue this until the unit is defeated or runs away. If you have picked one of your weaker units, press the R Shoulder button to change to Unit-based targeting and select the enemy unit. Once you have eliminated the running unit, return your unit to the nearest stronghold to restore its health and stamina.

8. Use the same technique detailed above with your other strong units at the other strongholds.

9. Once a group of units has liberated the first stronghold on its path and has reached full health and stamina, leave a weak unit in its place and continue toward the next stronghold. Repeat this process until you have liberated all strongholds and only the enemy HQ remains. (If you only have one available unit that is not defending a stronghold, move all units up by one stronghold, starting from the strongholds nearest your HQ—this way, you'll always have at least two units to go forward.)

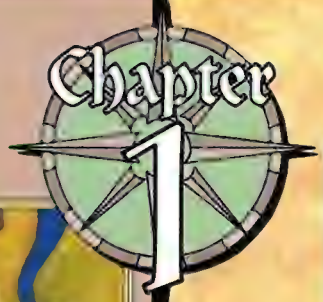
10. Send your Exterminator (if he's not already there) and a couple of your strongest units to the stronghold closest to the enemy HQ. Restore everyone's health and stamina, then direct your Exterminator to invade the enemy HQ. After a moment, send your other strongest units along as reinforcements.

11. Your Exterminator will most likely lose his first battle at the enemy HQ. As he retreats and moves back again, one of your other strong units will fight (and probably lose) the HQ in a battle of its own. Let this process of retreats and advancements continue until you win the battle. If your units are noticeably overpowered, return them to the nearest stronghold, group more strong units together there and send them all toward the enemy HQ until you have won.

After the Mission

Use the Area Investigation command to reenter the map and claim any hidden items that you did not find during the course of the mission.

Prologue



Tenne Plains

Scene 1

- A. Old Lighting
- B. Hard Leather
- C. Baldr Sword
- D. Atlas of Reinvention
- E. Power Fruit
- F. Great Bow
- G. Heal Leaf

Volmus Mine

Scene 2

- A. Heal Leaf
- B. Quit Gate
- C. Buckler
- D. Hard Leather
- E. Light Mace
- F. Heal Leaf

Crenel Canyon

Scene 1

- A. Rapier
- B. Bone Helm
- C. Plumed Headband
- D. Heal Seed
- E. Breast Plate

Myslesia

Scene 2

- A. Witch's Dress
- B. Robe
- C. Scrying Staff
- D. Spellbook
- E. Pointy Hat
- F. Amulet
- G. Heal Seed

Zenobian Border

Scene 3

- A. Kite Shield
- B. Armet
- C. Power Fruit
- D. Plate Armor
- E. Baldr Sword

Class Changes

Class	Level	STR	VIT	INT	MEN	AGI	DEX	ALI
Knight	6	72	67					60~100
Berserker	6	72	67					0~60
Fencer	6						62	30~100
Phalanx	7	76	70					20~80
Beast Tamer	6	72	67					0~60
Doll Master	7			66	66		65	20~80

Volmus Mine

Scene 4

- A. Heal Leaf
- B. Plate Mail
- C. Quit Gate
- D. Buckler
- E. Hard Leather
- F. Light Mace
- G. Heal Leaf

Gunther Piedmont

Scene 5

- A. Power Fruit
- B. Heal Leaf
- C. Witch's Dress
- D. Spellbook
- E. Heal Leaf
- F. Power Fruit
- G. Scipplay Staff
- H. Marionette

Dardunnelles

Scene 6

- A. Iron Claw
- B. Jin-gasa
- C. Heal Seed
- D. Rosary
- E. Heal Leaf
- F. Altar of Resurrection
- G. Cloth Armor
- H. Heal Seed
- I. Bastard Sword

Alba

Scene 7

- A. Rosary
- B. Hachigane
- C. Power Fruit
- D. Iron Claw
- E. Ninja's Garb
- F. Spellbook
- G. Heal Seed

Class	Level	STR	VIT	INT	MEN	AGI	DEX	ALI
Ninja	5					52	59	0~60
Wizard	6			57	63			0~60
Paladin	15	117	103				89	60~100
Dragoon	17	127	111				95	
Black Knight	15	117	112					0~40
Sword Master	17	127					117	40~100

Chapter 2

Crenel Canyon
Scene 1: See Chapter 1, Scene 1

Myslesia
Scene 2: See Chapter 1, Scene 2

The Highland of Soathon

Scene 3
- A. Ninja's Garb
- B. Power Fruit
- C. Robe of the Wise
- D. Witch's Dress
- E. Baldr Mace
- F. Book of Flame
- G. Altar of Resurrection
- H. Blessed Sword

Sable Lowlands

Scene 4
- A. Armet
- B. Satan's Bullova
- C. Baldr Armor
- D. Valiant Mantle
- E. Quit Gate
- F. Bracer of Protection
- G. Book of Bane

Audvera Heights

Scenes 5 & 6
- A. Estoc
- B. Scale Armor
- C. Mirror Soul
- D. Fool
- E. Plumed Headband
- F. Magician's Robe
- G. Dragon Shield
- H. Spellbook of Water

Class Changes

Class	Level	STR	VIT	INT	MEN	AGI	DEX	ALI
Cataphract	19	124	130					30~80
Beast Master	15	117	103					0~45
Enchanter	17			110	106		115	25~75
Ninja Master	15			94		112	99	0~40
Archmage	17			123	107			0~40
Centurion(male)			52	62	52		56	

Mount Ithaca

Scene 7

- A. Arc Wand
- B. Stone of Quickness
- C. Spear
- D. Spellbook of Earth
- E. Buckler
- F. Revive Stone
- G. Magician's Robe
- H. Baldr Mail

Mount Keryoleth

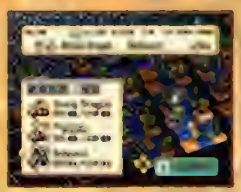
Scene 9

- A. Dragon Shield
- B. Arc Wand
- C. Revive Stone
- D. Silver Hourglass
- E. Plate Armor
- F. Fur Coat
- G. Spellbook of Wind

Azure Plains

Scene 8

- A. Quit Gate
- B. Claymore
- C. Bracer of Protection
- D. Ymir
- E. Plumed Headband



Wentius

Scenes 10 & 11

- A. Baldr Spear
- B. Power Fruit
- C. Spellbook
- D. Urn of Chaos
- E. Armet
- F. Heavy Armor
- G. Tower Shield
- H. Love and Peace

Class	Level	STR	VIT	INT	MEN	AGI	DEX	ALI
Lich				24	51			0~30
Vampire				52	63	54		0~50
Archer	6	72					69	20~80
Dragon Tamer	6	72	57				69	30~90
Valkyrie	6	72	57	62				40~100
Witch	7			65			72	0~60

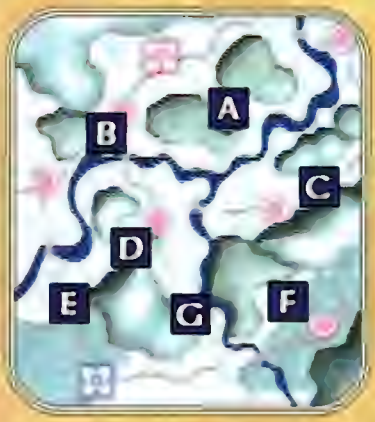
Chapter 3

Dardunnelles
Scene 1: See Chapter 1, Scene 6

Gules Hills

Scene 2
- A. Quit Gate
- B. Titania Mail
- C. Battle Fan
- D. Bloodstained Robe
- E. Dragon Shield
- F. Stone Sword
- G. Spellbook of Bane
- H. Altar of Resurrection

Capitrium



Scene 4
- A. Vestment of Wind
- B. Spellbook of Wind
- C. Cure Pack
- D. Battle Fan
- E. Dragon Shield
- F. Revive Stone
- G. Silver Hourglass

Fair Heights

Scene 3
- A. Angel Fruit
- B. Altar of Resurrection
- C. Bloodstained Robe
- D. Stone of Quickness
- E. Crystal of Precision
- F. Cup of Life
- G. Electric Shield

Vert Plateau

Scene 5
- A. Angel Fruit
- B. Altar of Resurrection
- C. Bloodstained Robe
- D. Stone of Quickness
- E. Crystal of Precision
- F. Cup of Life
- G. Electric Shield

Class Changes

Class	Level	STR	VIT	INT	MEN	AGI	DEX	ALI
Sorceress	6			62				0~60
Cleric	5			59				45~100
Diana	17	116	112	106	128	124	124	20~70
Dragon Master	17	127	112	106	128	113	113	50~90
Freya	17	116	101	106	128	124	124	60~100
Siren	19	116	112	125	128	124	124	0~45

Tremos Mountains Part 1

Scene 6

- A. Angel Fruit
- B. Ring of Branding
- C. Cure Pack
- D. Scroll of Discipline
- E. Black Cat
- F. Bow of Thunderbolt
- G. Fang of Firedrake

Tremos Mountains Part 2

Scene 7

- A. Peridot Sword
- B. Cup of Life
- C. Altar of Resurrection
- D. Crystal of Precision
- E. Book of Bane
- F. Stardust

Celesis, The Eastern Church

Scene 8

- A. Urn of Chaos
- B. Feather of Archangel
- C. Ice Chain
- D. Peregrine Mail
- E. Chaladholg
- F. Cure Pack
- G. Book of Water

Temple of Berthe

Scenes 9 & 10

- A. Love and Peace
- B. Zephyros
- C. Dragon Shield
- D. Main Gauche
- E. Phoenix Mail

Class	Level	STR	VIT	INT	MEN	AGI	DEX	ALI
Priest	35			109	112			65~100
Princess								70~100
Centurion(female)			50	68	55		52	
Angel Knight				60	61		57	50~100
Seraph	37			108	125		137	75~100
Valkie	32	103				97	80	40~100

Chapter 4

Gules Hills

Scene 1

- A. Quit Gate
- B. Titania Mail
- C. Battle Fan
- D. Bloodstained Robe
- E. Dragon Shield
- F. Stone Sword
- G. Book of Bane
- H. Altar of Resurrection

Romulus

Scenes 2 & 3

- A. Dowsing Rod
- B. Cloak of Oath
- C. Misty Coat
- D. Evil Spear

Fort Romulus

Scene 4

- A. Kusanagi
- B. Shield of Nue
- C. Thunder Chain

The Blue Basilica

Scene 5

- A. Angel Fruit
- B. Cure Pack
- C. Tempest
- D. Sword of Dragon Gem
- E. Axe of Wyrm
- F. Holy Lance
- G. Altar of Resurrection
- H. Ring of Branding

Class Changes

Class	Level	STR	VIT	INT	MEN	AGI	DEX	ALI
Raven	15	99				93	77	0~60
Thunder Dragon	8					61	81	20~80
Red Dragon	8	108				61		20~80
Earth Dragon	8		109		98			20~80
Blue Dragon	8				98		81	20~80
Platinum Dragon	9		114	73	101			65~100

Pita, The Secluded Land

Scene 6

- A. Meteor Strike
- B. Electric Shield
- C. Dragon Helm
- D. Quit Gate
- E. Dragon Shield
- F. Protective Ring

Barpeth

Scene 7

- A. Lance of Longinus
- B. Ignis
- C. Mirror of Soul
- D. Angel Fruit
- E. Annihilation
- F. Love and Peace

The Tundra of Argent

Scene 8

- A. Mirror of Soul
- B. White Mute
- C. Gambantein
- D. Stone of Quickness
- E. Vestiment of Wind

Tybell, The Wicked Land

Scene 9

- A. Feather of Archangel
- B. Chaladholg
- C. Heavy Axe
- D. Saint's Shield
- E. Caldia
- F. Saint's Garb

Class	Level	STR	VIT	INT	MEN	AGI	DEX	ALI
Black Dragon	9	112		73			84	0~35
Quetzalcoatl	8					93	121	25~75
Flarebrass	8	156				93		25~75
Ahzi Dahaka	8		157		130			25~75
Hydra	8				138		121	25~75
Bahamut	9		162	105	133		124	75~100

Chapter 4

Latium

Scenes 10 & 11

- A. Rapier
- B. Bone Helm
- C. Plumed Headband
- D. Heal Seed
- E. Breast Plate

The Blue Basilica

Scene 14: See Chapter 4, Scene 5

Barpeth

Scene 15: See Chapter 7, Scene 7

Pita, The Secluded Land

Scene 16: See Chapter 4, Scene 6

The Tundra of Argent

Scene 17: See Chapter 4, Scene 8

Winnea

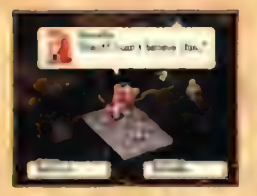
Scenes 12 & 13

- A. Matsukaze
- B. Malachite Sword
- C. Ice Chain
- D. Silver Hourglass

Class Changes

Class	Level	STR	VIT	INT	MEN	AGI	DEX	ALI
Tiamat	9	160		105			124	0~25
Wyvern	33	160				124	102	10~70
Opinintus	[illegible]				105	127	91	30~90
Cerberus	12	139	138		90			0~60

Wentius



Scene 19

- A. Feather Suit
- B. Heat-Tex
- C. Urn of Chaos
- D. Altar of Resurrection
- E. Bentisca
- F. Culnrikolnne

Aurua Plains

Scene 18

- A. Urn of Chaos
- B. Airgetlam
- C. Volcaetus
- D. Bell of Thunder
- E. Count's Garment
- F. Earth Javelin
- G. Prox

Castle Talpaea

Scene 20

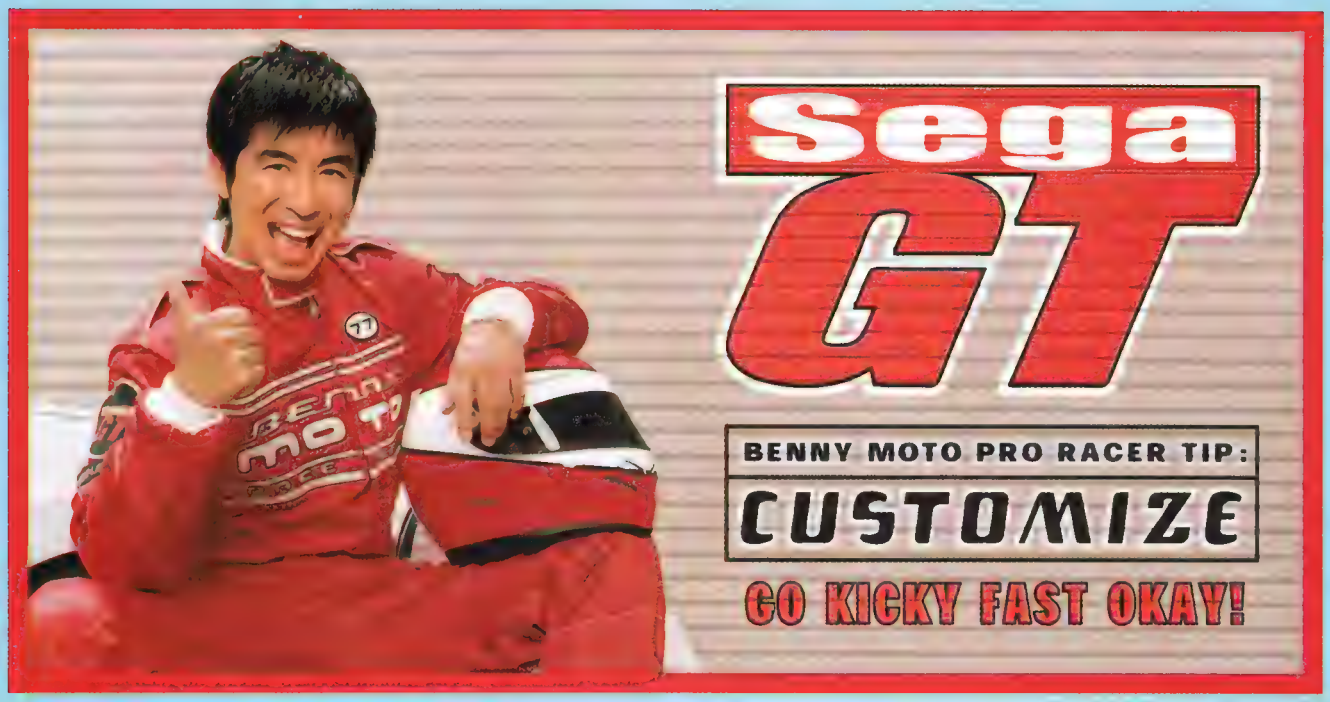
- A. Helm of Thunderclap
- B. Sword Emblem
- C. Sanscion
- D. Love and Peace
- E. Wind Armor
- F. Breidablick

Mount Keryoleth

Scene 21

- A. Dragon Shield
- B. Arc Wand
- C. Revive Stone
- D. Silver Hourglass
- E. Plate Armor
- F. Fur Coat
- G. Book of Wind

Class	In order to get this class...
Stone Golem	You must be hit by a petrification attack.
Bald Golem	You must be hit by a wing plus flame combo attack.
Skeleton	A Zombie must be hit with a flame attack.
Ghost	A Skeleton must be hit with a wing plus flame combo attack.



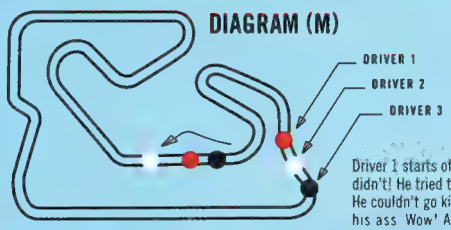
1

Famous pro speed racer Benny Moto says, in life and in racing we must know how to SLOW DOWN. Benny uses carbon fiber rotors and 4 piston calipers because he says the curb tastes like defeat

2

Are you hard core? Have this beefy spring please. It's good for you. Without a trick suspension the hairball track will shake your head up and down like one of those stupid dogs in the back window

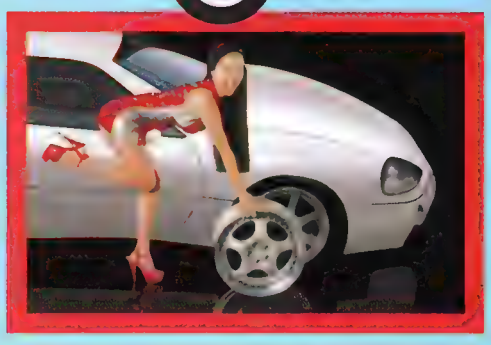
DIAGRAM (M)



Driver 1 starts off in the lead. But did he listen to Benny? He didn't! He tried to save money on brakes. He's cheap. He's stupid. He couldn't go kicky fast through the turn. Now Driver 2 passed his ass. Wow! And look at Driver 3! He's making power. How to be the leader? Customize and drive like a freak with fiery pants

3

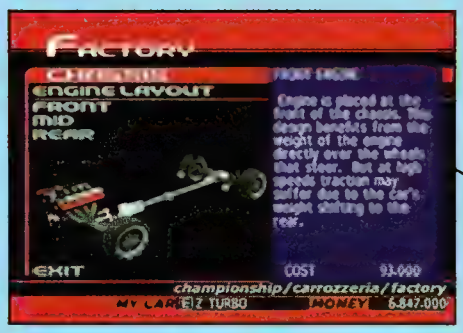
A big, 19 inch, 3 piece magnesium wheel is your fun friend in the quest for a sweeter contact patch. It's hot too



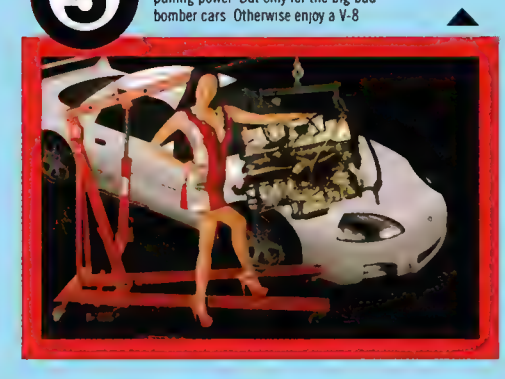
YOU FOLLOW MY ADVICE. YOU CUSTOMIZE. YOU BEAT EVERYBODY. **POW!**

Tear it up in this total competition speed trip where you can build original machines from scratch or tweak over 130 GT sports cars that reproduce exact handling and performance specs. Then use your VMU to trade machines, parts and laptimes on the net. Assuming you got anything worth trading, Grandma.

6 The shock absorber is often overlooked. Not here. In Benny's shop everyone concentrates on the shock. A good shock where it really counts will bring forth nimbler handling and quicker transitions.



5 Oh my God! Look at that engine! Yes, that's a kicky big damn motor. Benny likes the superhuge V12 for stump-pulling power But only for the big bad bomber cars Otherwise enjoy a V-8



4 Oh! What a loud muffler! Loud coolie mufflers intimidate chump-ass rivals. Get a big pipe for greater flow at high rpm levels.

Dreamcast

IT'S THINKING

sega.com

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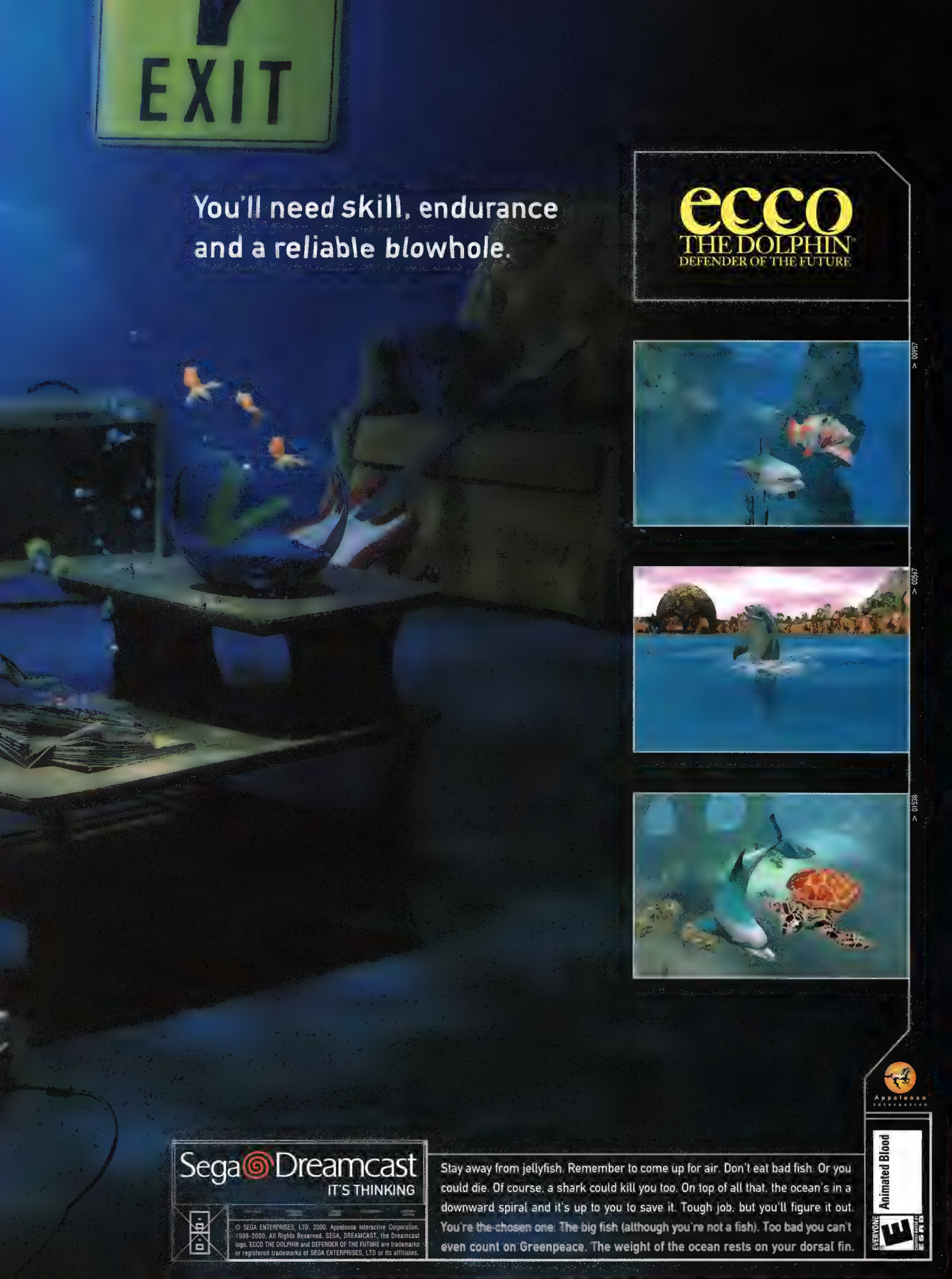
EVERYONE E
CONTENT RATED BY ESRB



You'll need skill, endurance and a reliable blowhole.

ecco THE DOLPHIN DEFENDER OF THE FUTURE

Sega Dreamcast IT'S THINKING

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Stay away from jellyfish. Remember to come up for air. Don't eat bad fish. Or you could die. Of course, a shark could kill you too. On top of all that, the ocean's in a downward spiral and it's up to you to save it. Tough job, but you'll figure it out. You're the chosen one. The big fish (although you're not a fish). Too bad you can't even count on Greenpeace. The weight of the ocean rests on your dorsal fin.

Appaloosa Interactive

EVERYONE Animated Blood

ULTIMATE FIGHTING CHAMPIONSHIP

Surviving the Octagon

by Andrew Baran
andy_baran@ziffdavis.com

Because UFC isn't your ordinary, run-of-the-mill fighting game, I decided to focus on the gameplay rather than presenting you with a mindless moves list. Since the moves are available via an in-game menu, it is more important to give you some original information. What separates UFC from other fighters is the extreme lengths it goes to present the fighting styles of each fighter. If you play to your fighter's advantages, you'll definitely have the edge. Some of the competitors are lethal on the mat, while others will need to stay on their feet to be effective. This guide will give you the techniques and tips to give you the most immediate improvement to your game.

The game is extremely faithful to the competition from which it is based. Rounds are fast and furious. It takes time to get used to it.

database

time to complete	40 hours
challenge	Hard
best fighter	Gary Goodridge
best striker	Gary Goodridge
best grappler	Marco Huss
best move	Ground counter
also try	Soul Calibur
system	Dreamcast
publisher	Crave
developer	Crave

TEEN T CONTENT RATED BY ESRB

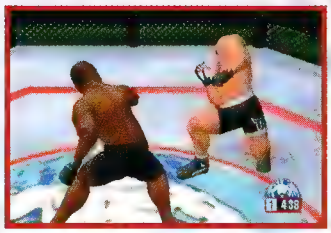
www.crave.com

LEARNING THE ENGINE

• **A Whole New Ball Game:** UFC is unlike any other "fighting" game out there. In this game, the rounds can be over in a few seconds. Each fighter has a fighting style that will determine where you want to play. For example, strikers do well on their feet while grapplers will want to take the battle to the mat. Since this is a simulation of real fighting, any damage you sustain while fighting in an earlier match will be reflected later on. More than any other game, you will have to learn the play the mechanics or you will not stand a chance.

STAMINA & ENDURANCE

• **Taking It to the Limit:** You're going to have to manage your endurance (health) and stamina—taking hits will tire you out, as does swinging your fists. Over time, your stamina will recover, but only as far as your total amount of endurance. If you suffer stamina loss and are about to lose it all, pull back from the fight. Against an opponent with crappy stamina, all you have to do is block until his stamina is drained. At this point, it only takes a single tap to put him down for the count.



Don't tire yourself out with needless strikes or you'll become vulnerable.

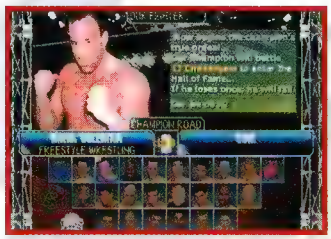
• **Going the Distance:** If you take a pounding in a match, you'll end up hurting the the subsequent fight. Sometimes, it's better to just give up.

THE PATH TO GLORY

• **UFC Mode:** Think you can survive the Octagon? Enter this mode and win all three rounds in order to earn a silver belt. This belt will entitle you to play the Champion Road Mode (with the character that you won the UFC with). Remember, getting seriously hurt in a match will affect your later matches.

• **Champion Road:** This special mode is for UFC champions only, and it's the toughest challenge in the game (you will not be able to select a fighter unless you have already beaten the UFC Mode). You must beat 12 competitors in a row, while suffering the same endurance problems one would expect from fighting repeatedly. The twelfth fighter at the end of Champion Road is a special warrior who will test all of your skills...

• **Just Rewards:** There are four hidden fighters for you to unlock. How would you like to play as Big John or the girl who keep track of the rounds? You can also play as the Mexican Wrestler or the secret fighter found at the end of Champion Road. Don't worry, we won't spoil who it is.



In Champion Road, you must be able to survive 12 difficult rounds.

Once you beat UFC Mode, you must challenge Champion Road. Can you survive?

CAREER MODE

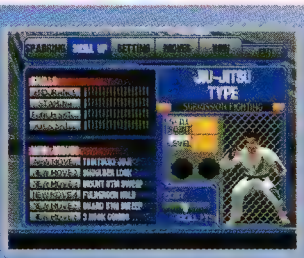
• **Building Up a Fighter:** You can create a fighter using the Career Mode. As you complete the game with the real fighters, you will unlock body types and fighting styles. If you have finished Champion Road with every fighter, you will unlock four hidden fighters. You'd better be sure about your choice of fighting style, because you will not be able to change it later.

• You will need to spar in order to earn skill points. By defeating high-level opponents at a lower skill level, you will earn a bonus of Skill Points. After the match, you will be able to use these to improve your stats and to buy some moves.

• Overall, you will want to build up stamina the most. Without it, you will not be able to fight for long without falling down in the ring. Eventually, you will have more points than skills to upgrade, so you might as well spend them when you can no longer beat any of the higher-level enemies.

• **UFC Mode:** You will be able to take your fighter into the UFC and Champion Road modes if you think that he's good enough.

Spar against opponents to earn skill points. These are used to upgrade...



You'll need to upgrade your fighter properly or you'll get clobbered.

Order of Effectiveness (according to Andrew)

1. Stamina: You won't last long on your feet.
2. Punch: It's the most damaging.
3. Skills: Improve your chances of performing moves.
4. Endurance: Not as important as skill, but it helps.

OFFENSIVE TACTICS

Strike Hard, Strike Fast: Whatever your specialty, you're going to need to inflict some hurt on your opponent if you're going to win. There are two primary ways to beat an opponent: You can pummel him with punches and kicks (this weakens your opponent, but can also tire you) or, you can grapple and him and try to get a Tap Out (this bears the threat of a counter hold). Remember, playing your fighter's speciality will make him more effective. Don't waste time with weak punches from a submission fighter and don't try to grapple with a boxer. Below, you'll find the best tactics for the various attacks.

PUNCH & KICK COMBINATIONS

• **Striking Effectively:** If used well, a combination can debilitate an opponent very quickly. The fighters who can strike quickly have an advantage over an inexperienced opponent. Of course, a player who learns counters reduce the reliability of these moves. Not every fighter has combination attacks, so if you want to overpower an opponent this way you will have to choose a fighter. Specialists of this sort of fighting are best used on the offensive, keep moving at all times, and be prepared to stop the takedowns of the grappling-based styles. Having a circle helps prevent multiple

• **Avoid Stagnation:** [illegible] your attacks. If your opponent knows your timing [illegible] easy to figure out. If you do the same move over and over again, you [illegible] until you [illegible] a counter. Vary your punches and kicks before going in for larger [illegible] combinations.

The Top Strikers
1. [illegible]
2. [illegible]
3. [illegible]
4. [illegible]
5. [illegible]

GRAPPLING & SUBMISSIONS

• **Taking It to the Mat:** If you're a grappler, you'll want to take your opponent to the floor. Climbing on top of your opponent and twisting him into a pretzel can be deeply satisfying. Called a submission move, the best way to pull one off is to drop your opponent to the mat and start going for a good hold. Submissions (or Tap Outs) happen quickly and can end a match before your opponent even realizes it.

• Getting to the ground will be your challenge (you can try lunging if you are confident in your skills). Counters are another excellent way to drop your opponent down. To master this game, you will also have to learn how to get out from underneath your opponent if you get countered. Being on the ground isn't much fun.

The Top Grapplers
1. Marco Ruas
2. Mark Coleman
3. Kevin Randleman
4. Pat Miletich
5. Maurice Smith

Submission attacks are lightning fast and can win a match easily.

DEFENSIVE TACTICS

Preventing Injury: The first thing you should learn is how to block. Blocking your opponent will sap his energy when he throws a flurry of punches. If he runs out of stamina, all you have to do is tap him to knock him out. Tiring out the other guy is an essential part of the game. From here, learn the timing of blocking, then figure out how to return a strike—this will allow you to whittle down your foe. Once you've mastered this, your final task will be to learn the counters. Most counters will take your opponent to the mat and have you straddling him. If you have a strong defense, you should do well no matter which fighter you have selected.

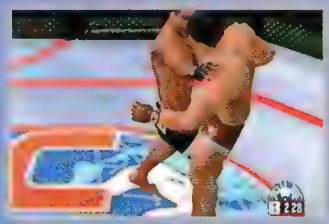
COUNTERING ATTACKS

• **Benefits of a Defensive Player:** Aggressive players make more hits takes than defensive ones. Play smarter by countering your foe.

• **Baiting Your Opponent:** If your opponent likes to throw punches mindlessly, simply press the Yellow and Green buttons alternately. This will counter a punch. Kicks are [illegible] with the other two buttons. Timing is crucial, but if you can get it to work, your opponent will end up on his back. This technique is useful against powerful fighters like Eugene Jackson and Gary Goodridge.

• **Dodging:** Some fighters can dodge backwards. This requires less timing than a standard counter, but there are fewer benefits.

Counter punches by pressing the Yellow and Green buttons together.



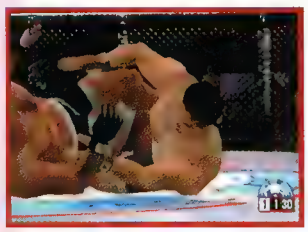
Counter [illegible] by pressing the [illegible] and the [illegible] together.

SURVIVING THE TAKEDOWN

• **Guarding Is Half the Battle:** You have to protect yourself at all times. If you're on the bottom, pressing Down will block any hits coming at you. If your opponent is low on stamina, this may weaken him to a point where a simple tap will knock him out. If he's much stronger than you, you have to get to get out of there! Try to roll out of the hold as soon as you block one of your opponent's punches. If you're playing a submission fighter or wrestler, you may have a counter that you can use to rotate to the top. Staying on the bottom is almost a sure-fire way of losing. Most hits against a grounded opponent will do about twice the damage of a normal punch.

• **Boxing on the Mat:** If you cannot get off the mat and want to resign yourself to fighting from the guard position, you'll have to know how to box. First, get used to blocking. The key is to block your opponent's punch, then counter-punch while he rolls up for another one. If you are fighting a player who has ground combinations, wait to punch after the final hit of the combo, otherwise you'll get smacked. Watch out for combinations. If you see your opponent do anything other than a punch, you'll need to counter right away.

Blocking, then counter-striking is a useful skill if your opponent is weak.



Sometimes you can roll out from under your opponent.

Learn to block and then counter-punch your opponent from grounded guard position.

TIM LAJCIK

•**Hometown:** Redwood City, California
•**Fighting Style:** Wrestling/Boxing

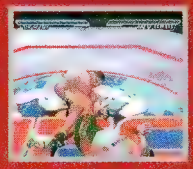
•**Winning Techniques:** This competitor mixes the feinting of his boxing background with the submission skills from his wrestling style. The end result is a fighter who is is probably the most complex warrior in the game. Tim isn't very powerful, but he is loaded with surprising dodges and feints that can really throw off the opposition, especially those players who love to counter. Tim's attacks totally throw their timing off. With Tim, you have to keep them guessing. His best move is the Tap Out Counter, and he's one of the few who have the skills to make someone submit while he's on his back.

Tim's attacks are loaded with quick feints and strikes.

MOST EFFECTIVE ATTACKS

Punch Combo
Stamina: 19.9
Endurance: 5.2
Y-Y-G

Feint Punch
Stamina: 28.1
Endurance: 15.7
Y+P

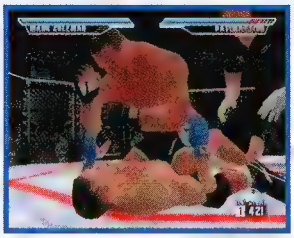


Tap Out Counter
Stamina: N/A
Endurance: N/A
Y+B bottom mount

MARK COLEMAN

•**Hometown:** Columbus, Ohio.
•**Fighting Style:** Freestyle Wrestling.

•**Winning Techniques:** Coleman is one of the most balanced grapplers in the game. He's got nice combinations and a good ground game. Soften up your opponent before going to the ground. He has a couple of nice combinations, all of which start with the Green button, and you will certainly want to take the offensive, as his defense is a little lacking. Coleman's primary strength comes from his Tap Outs. If you can catch your opponent unaware, you can pop an arm bar on him and win the match. Lead with a few punches, and you'll surprise your opponent with this quick-win move.



Coleman is a powerhouse on his feet and he excels on the mat.

MOST EFFECTIVE ATTACKS

Punch-kick Combo
Stamina: 21.0
Endurance: 8.0
G-G-R

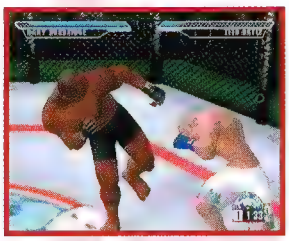
Take Down Slam
Stamina: N/A
Endurance: N/A
Y+R-Y+R

Arm Bar (tap out)
Stamina: N/A
Endurance: N/A
Y+R

GARY GOODRIDGE

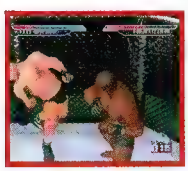
•**Hometown:** Barrie, Ontario.
•**Fighting Style:** Freestyle.

•**Winning Techniques:** Gary "Big Daddy" Goodridge is one of the deadliest fighters in the game. His multiple combinations take a hell of a toll on his opponents, but he's fairly predictable, so experienced players will be able to counter him. Also, if he gets on his back, he's in pretty bad shape. Anther weakness to be aware of is his stamina—it will quickly drop if you just mindlessly charge forward into a blocking opponent. While this will win you a few matches, sooner or later your luck will run out. Hit-and-run attacks are effective, though, because Goodridge does so much physical damage.



This guy is a killer combo machine with a big damage potential.

MOST EFFECTIVE ATTACKS



Punch Combo
Stamina: 22.4
Endurance: 5.0
G-Y-G-Y

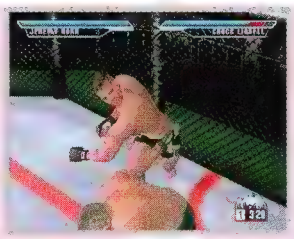
Mount Combo
Stamina: 24.4
Endurance: 9.1
Y-Y-Y

Choke Out
Stamina: N/A
Endurance: N/A
Y+B

JEREMY HORN

•**Hometown:** Moline, Illinois
•**Fighting Style:** Freestyle (Russ)

•**Winning Techniques:** Jeremy Horn is a difficult fighter to use. He is best suited to hit-and-run attacks. Whittle down your opponents with feints and jabs. Jeremy is seemingly at home both at his feet and on the mat. Because he does not have the sheer power of the big guys, you'll need to use your brains if you're going to win. He is adept at charging in or lunging out of the way of strikes. His style is almost completely defensive, so using him can be a little awkward to players used to conventional fighting games. Jeremy is a decent fighter who excels at the waiting game.

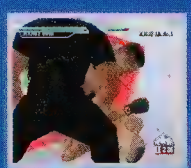


You'll need to play intelligently to succeed with Jeremy Horn.

MOST EFFECTIVE ATTACKS

Feint/Combo Punch
Stamina: 17.3
Endurance: 3.0
back Y-G-Y

Punch Catch
Stamina: N/A
Endurance: N/A
Y+G

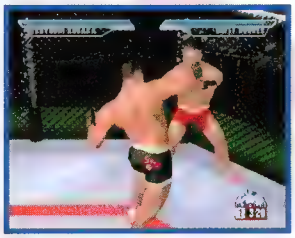


Feint Punch
Stamina: 20.3
Endurance: 7.1
G-Y

TSUYOSHI KOSAKA

•**Hometown:** Seattle, Washington.
•**Fighting Style:** Submission Fighting.

•**Winning Techniques:** With this fighter, you'll want to slow down the match. Make your opponents nervous that you'll counter every one of their attacks. This way, you can surprise them with your relatively strong punching. Tsuyoshi can get out of most holds without a problem because he is an excellent grappler on the ground. He can easily grab a fist and rotate to the top of his opponent. Once you are on top, let go and take the battle to your feet. If you feel lucky, try for the submission. This fighter takes a lot of practice and timing to use properly, so novice players should avoid using him.

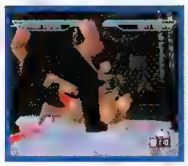


Tsuyoshi combines countering with strong punching skills.

MOST EFFECTIVE ATTACKS

Power Punch
Stamina: 25.0
Endurance: 5.0
back Y-G

Delay Punch
Stamina: 17.0
Endurance: 3.0
Y-Y



Grab Counter
Stamina: N/A
Endurance: N/A
Y+G

PAT MILETICH

•**Hometown:** [illegible]
•**Fighting Style:** [illegible]

•**Winning Techniques:** Pat's Jiu-Jitsu style is a lot more aggressive than Jeremy Horn's. He has a large number of powerful strikes (individual hits will cause a lot more than combinations). He is also skilled with a number of submissions, adding a good balance to his skills. The best way to use Pat is to keep backing away and popping with a long-range kick or punch. Whittle your opponent down, then go in for the submission. In case Pat gets taken to the mat, his wide variety of escapes should help out if you keep your head. Remember that straight-out fights are not in your favor.

Pat Miletich is one of the most balanced fighters in the game.

MOST EFFECTIVE ATTACKS

Triple Strike
Stamina: 15.0
Endurance: 12.0
Y-G-B

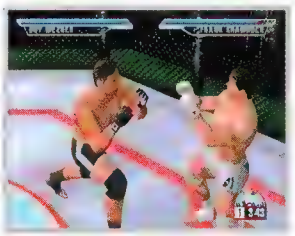
Power Kick
Stamina: 17.0
Endurance: 7.0
back B

Arm Bar
Stamina: N/A
Endurance: N/A
Y+R

GUY MEZGER

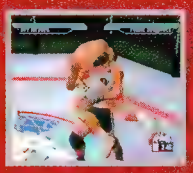
•**Hometown:** [illegible]
•**Fighting Style:** [illegible]

•**Winning Techniques:** Guy Mezger is best on his feet, ready to counter his opponents attacks. He's got a lot of counters under his belt, so he can thwart most attacks with relative ease. His biggest advantage is his rapid submission attacks. They work best if you don't keep trying for them. If you do, your opponent will be able to get out of them. Save them for when your foe least expects it. Mezger's Side Slam does a hefty amount of damage, so repeatedly dropping your opponent down, and letting him go will take a toll on victim's health. He is excellent for stunning opponents.



To win with Guy Mezger, you'll need to master counter-attacking.

MOST EFFECTIVE ATTACKS



Side Slam
Stamina: 27.0
Endurance: 11.0
left G+B

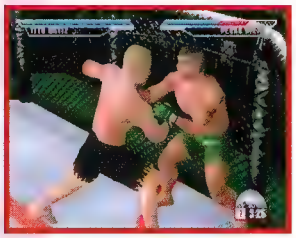
Arm Bar
Stamina: N/A
Endurance: N/A
mount G+B

3-2 Punch Combo
Stamina: 13.0
Endurance: 4.5
G-Y

TITO ORTIZ

•**Hometown:** Huntington Beach, California.
•**Fighting Style:** Submission Fighting.

•**Winning Techniques:** If you want technique combined with power, you can't go wrong with Tito Ortiz. This fighter is best for beginning players, as he is a straightforward striker with some added submissions. Tito's strikes are deadly, allowing him to outclass most opponents directly. As with most strikers, change up his hits otherwise he'll open himself up to countering. Keep on punching and most opponents will forget about his arsenal of submission moves. Pull these out of your hat when your victim is least suspecting it and get him on his back as soon as possible.



Tito is one of the most powerful Submission Fighters around.

MOST EFFECTIVE ATTACKS

Combination 1
Stamina: 19.8
Endurance: 8.8
G-Y-G-Y

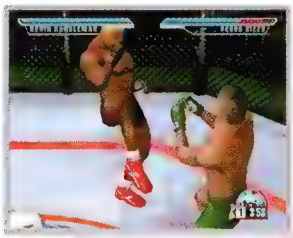
Combination 2
Stamina: 22.0
Endurance: 7.7
G-G-Y-Y

Ground Smash
Stamina: 23.1+
Endurance: 11.0+
mount Y-Y-Y

KEVIN RANDLEMAN

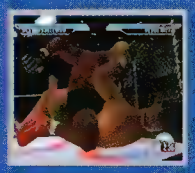
•**Hometown:** [illegible]
•**Fighting Style:** [illegible]

•**Winning Techniques:** Kevin Randleman is one of the fastest fighters around. He can dart around the Octagon with lightning speed, he is always jumping and he is really good at mauling opponents who are on their backs or in the guard position. He doesn't really have much in the way of wrestling, but it is more than made up for by the addition of some lethal moves. Always try for the takedown. Your speed should ensure that you a good chance of pulling one off, so just sit on your opponent and whale on him till you win. The two-hand smash is particularly effective.



Kevin is a fast fighter who is excellent on both the mat and his feet.

MOST EFFECTIVE ATTACKS



Ground Smash
Stamina: 24.3
Endurance: 9.0
Y-Y-Y

Two-Hand Smash
Stamina: 30.0
Endurance: 15.0
Y+G

Punch-Kick Combo
Stamina: 19.0
Endurance: 7.0
G-G-B

MARCO RUAS

•**Hometown:** Rio De Janeiro.
•**Fighting Style:** Ruas Vale Tudo.

•**Winning Techniques:** Marco Ruas created his own style, which mixes elements of Brazilian Jiu-Jitsu with strong striking combinations. You will need to play him as a more advanced kickboxer, which means that you must keep him on is feet. What really separates his style from the kickboxers are his multiple counters which can take the battle to the mat (not the best place for Ruas). Marco has remarkable stamina, so he can keep up a fairly steady barrage of attacks before he tires out. Never forget about his kicks—there is a reason why he's called "King of the Street." Still, he's a little complicated to learn.

Ruas is a fearsome striker in his own right. Keep him on his feet.

MOST EFFECTIVE ATTACKS

Combination 1
Stamina: 19.0+
Endurance: 3.0
Y-G-Y-B

Strong Punch
Stamina: 25.0
Endurance: 11.0
Y

Combination 2
Stamina: 21.0
Endurance: 4.0
G-G-Y

BAS RUTTEN

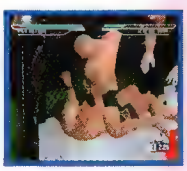
•**Hometown:** Los Angeles, California.
•**Fighting Style:** Submission Fighting.

•**Winning Techniques:** This fighter has some of the more complex combinations in the game. These combinations, if they hit, are pretty darn powerful. He is one of the several fighters who should stay on their feet. However, he does have a nice pummeling attack on the ground that he can use in a pinch. If you are fighting against another striker, your best bet is to drop the other guy to the mat as soon as you can. Since he doesn't do as much damage as some of the other combatants, you will need to play to his strengths. Bas Rutten is an all-around average fighter.

Bas Rutten is a decent striker who isn't afraid to kick his opponents.

MOST EFFECTIVE ATTACKS

1-2 Punch
Stamina: 21.7
Endurance: 10.8
Y-G



Ground Pummel
Stamina: 17.8+
Endurance: 4.8+
G-Y-G

Knee Follow-Up
Stamina: 21.7
Endurance: 8.9
Y-R

PEDRO RIZZO

•**Hometown:** Rio De Janeiro
•**Fighting Style:** [illegible]

•**Winning Techniques:** Pedro Rizzo plays very similarly to Marco Ruas, mainly because they share the same style. Pedro showboats a little bit more and has a few impressive wind-ups, and if they hit, they can drop an opponent's stamina significantly. Like most fighters who have some kickboxing skills, you will want to keep Pedro on his feet. This guy can do very little on the ground, even as the aggressor. Always pop him to his feet and never let up the attack. If you find yourself running low on stamina, pull back and keep to the outskirts of the Octagon until you recover. Pedro is a little bit more fun to play than Ruas.

Like Marco Ruas, Pedro's style revolves around striking/counters.

MOST EFFECTIVE ATTACKS

Punch-Kick Combo
Stamina: 17.8
Endurance: 12.5
G-B

Takedown Slam
Stamina: 12.8
Endurance: 1.4
forward Y-Y+B

Power Punch
Stamina: 34.4
Endurance: 9.8
back Y-G

ANDRE ROBERTS

•**Hometown:** Tama, Iowa.
•**Fighting Style:** Boxing/Wrestling.

•**Winning Techniques:** Despite his wrestling background, Andre Roberts is a much more effective striker than ground-pounder. The only real sign of any sort of wrestling capability comes from his ability to counter while on the ground. Overall, Andre plays pretty straightforward. Charge up and dazzle your opponent with a few quick blows to the head. If you can get on top of your opponent, you will be able to level some serious pain on him. As with most strikers, his stamina can start taxing him if the match lasts too long. Hit hard and hit fast, and pray your victim has no idea how to block you.

Andre Roberts has an interesting combination of power and speed.

MOST EFFECTIVE ATTACKS

3-hit Strike
Stamina: 20.8
Endurance: 4.7
G-Y-G

Ground Punches
Stamina: 19.9
Endurance: 16.1
G-Y-G

Quick 2-hit Punch
Stamina: 28.5
Endurance: 1.9
Y-Y

MAURICE SMITH

•**Hometown:** [illegible]
•**Fighting Style:** [illegible]

•**Winning Techniques:** If you want to win with Maurice Smith, you're going to have to keep on your feet. Yeah, we all know that it says he's got some wrestling skill, but that's all bunk. He has very little in the way of ground moves. He does have some nice combos, though, if you can hit with them. Most of his chains involve his feet, which means that players who counter a lot will end up getting suckered in while trying to grab you. Use your long legs to keep the shooting players away from dragging you down. If you get stuck on your back, you might as well throw in the towel, because you will not be able to effectively fight back.

Despite his "background," Maurice isn't very good on the ground

MOST EFFECTIVE ATTACKS

Double Punch
Stamina: 20.8
Endurance: 6.6
Y-Y

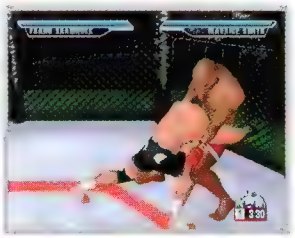
Combination
Stamina: 35.0
Endurance: 7.7
Y-G-Y-B

Arm Lock
Stamina: N/A
Endurance: N/A
G+B

FRANK SHAMROCK

•**Hometown:** [illegible]
•**Fighting Style:** [illegible]

•**Winning Techniques:** Frank's fighting style mirrors that of his older brother Ken. He's an excellent submission fighter who can cause some serious hurt with his hard-hitting takedowns (the Power Slam is by far the best, since it drains a lot of endurance and stamina). Try to slam your opponent a few times to soften him up, then go in for a submission. Frank's Leg Lock is great, because it is hard to counter. When fighting against the hard-hitting strikers, use the retreating moves to stay out of their way. These are great sucker hits that are sure to frustrate the other guy.

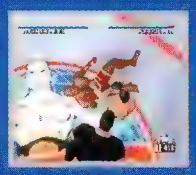


Frank is more of a purist when it comes to submission holds.

MOST EFFECTIVE ATTACKS

Power Slam
Stamina: 36.7
Endurance: 15.7
forward G+B

Combination Strike
Stamina: 18.8
Endurance: 4.1
Y-G-Y-R

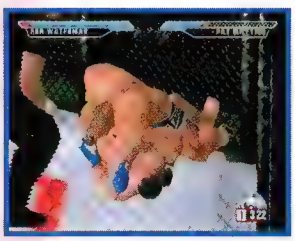


Leg Lock
Stamina: N/A
Endurance: N/A
R+B

RON WATERMAN

•**Hometown:** Broomfield, Colorado.
•**Fighting Style:** Wrestling.

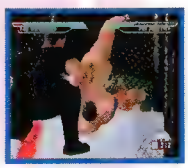
•**Winning Techniques:** Ron Waterman is a great character for beginning players. He's got some great combinations, and that's not even his specialty! Where this fighter truly excels is his ability to slam his opponents to the mat with spine-jarring results. Once you're on top, you can pretty much have your way with your victim. The sucker punch is a great way to knock out your opponent with very little chance of someone countering it. If you have the advantage, throw out punches every so often, but not mindlessly. Since your attacks are particularly damaging, you can play the waiting game and let the stamina loss do the work.



Ron Waterman is a great example of a wrestler—strong and skilled.

MOST EFFECTIVE ATTACKS

Slam
Stamina: 35.0
Endurance: 15.0
forward Y+B



Sucker Punch
Stamina: 32.0
Endurance: 23.0
Y+R

Combination Punch
Stamina: 19.0
Endurance: 4.0
G-Y-G-Y

PETE WILLIAMS

•**Hometown:** Dallas, Texas.
•**Fighting Style:** Submission Fighting.

•**Winning Techniques:** Pete Williams is more or less a powerhouse compared with other submission fighters. He's fairly forgiving to use, and he's loaded with all sorts of chains. If you plan on winning with him, you must make sure to switch your punches and kicks. Always lead in with a different type of move. His back-step attacks are some of the best in the game. His ground capabilities are also pretty good. You have a much better chance at winning by staying on your feet. This way, you are able to punch and kick your enemy down to size. Pete Williams really does not have too many weaknesses to worry about.

Despite his submission background, Pete uses a lot of chains.

MOST EFFECTIVE ATTACKS

3-hit Combo
Stamina: 18.0
Endurance: 4.0
G-G-R

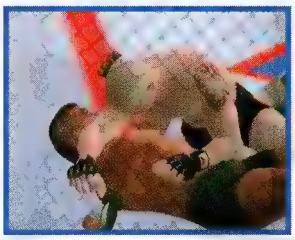
Power Combo
Stamina: 32.0
Endurance: 8.0
G-Y-G-R

1-2 Punch
Stamina: 18.0
Endurance: 9.0
back Y-G

MIKEY BURNETT

•**Hometown:** Tulsa, Oklahoma.
•**Fighting Style:** Submission Fighting.

•**Winning Techniques:** Since Mikey's attacks do so much physical damage, your best bet with him is to wound your opponent and then let the cut in stamina wear him down. This fighter has plenty of combinations, and like most submission fighters, his ground game is pretty decent as well. In fact, if you can mount your opponent, his Ground Pummel can tear down most fighters in record time. The hardest part about using Mikey Burnett is that a good player can spot his attacks a mile away and counter them. To beat them at this, play the waiting game. Make a strike out of nowhere, and then shrink back and guard.

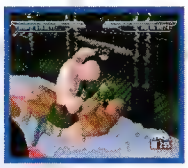


Most of Mikey's numerous attacks do some serious physical harm.

MOST EFFECTIVE ATTACKS

Combo Punch
Stamina: 21.7
Endurance: 4.9
G-Y-G-Y

Wind Up Punch
Stamina: 22.7
Endurance: 3.9
back G-Y

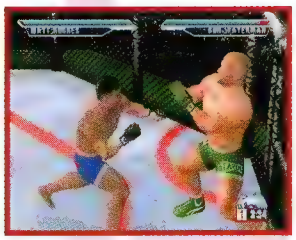


Ground Pummel
Stamina: 24.7+
Endurance: 21.7+
G-Y-G-Y-G-Y-G-Y

MATT HUGHES

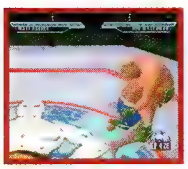
•**Hometown:** Charleston, Illinois.
•**Fighting Style:** Wrestling.

•**Winning Techniques:** When it comes to power throwing, Matt is the best in the Octagon. He utilizes a number of takedowns, most of which do a fair amount of damage. He is an excellent striker, but does the most damage punching an opponent who is on his back. His ground combinations are truly nasty, but you shouldn't rely on them too much, otherwise you'll get countered. If you can keep your opponent off-balance, you should be able to win. The challenge in using Matt is getting his takedowns to work. The Power Takedown is your best bet, as it is hard to predict and even harder to counter.



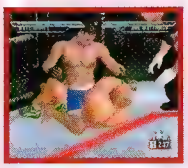
Matt Hughes concentrates on slams and strong blows.

MOST EFFECTIVE ATTACKS



Power Takedown
Stamina: 21.7
Endurance: 8.6
Y+R-Y+R

Flurry Combo
Stamina: 20.0
Endurance: 17.0
G-Y-G-Y



Exposing Punch
Stamina: 21.7
Endurance: 17.3
G+B

EUGENE JACKSON

•**Hometown:** East Palo Alto, California.
•**Fighting Style:** Freestyle.

•**Winning Techniques:** This fighter plays almost exactly the same as Matt Hughes, except that Eugene does not have Matt's throws. In return for this weakness, Eugene does significantly more damage. While his strikes cause serious damage and may even stun his opponent, they drain stamina at an alarming rate. Eugene has a hard time winning a prolonged fight. Take the fight to the enemy and try to overwhelm him with a blitzkrieg of punches. Unfortunately for him, Eugene is easily counted by experienced players. If he gets forced onto his back, he'll be toast in no time. Remember, overpower your enemy.

Eugene is a powerful striker, but none too technical.

MOST EFFECTIVE ATTACKS

Combination
Stamina: 31.0
Endurance: 4.0
Y-G-Y

Open Strike
Stamina: 35.0
Endurance: 25.0
Y+R

Flurry Punch
Stamina: 18.0
Endurance: 15.0
G-Y-G

CHUCK LIDDELL

- **Hometown:** San L. Obispo, California.
- **Fighting Style:** Kickboxing.

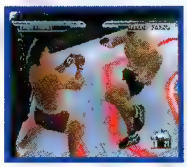
•Winning Techniques: Since kickboxing isn't the best grappling style, you'll need to keep Chuck Liddell on his feet at all times. He is actually a tough fighter, though, and has a decent amount of strength. What makes him somewhat powerful is the ease at which he can vary up his combinations to whittle down his foes quickly. Always remember, the mat is your enemy. If you get taken down, you will probably lose the match. Chuck's defensive skills down there are marginal at best. Like most strikers, you will want to pay attention to his stamina. Don't overexert yourself.

Chuck is great for overwhelming his opponent with strikes.

MOST EFFECTIVE ATTACKS

Punch-Kick Combo
Stamina: 27.0
Endurance: 6.0
G-G-R

Forward Kick
Stamina: 24.0
Endurance: 6.0
R

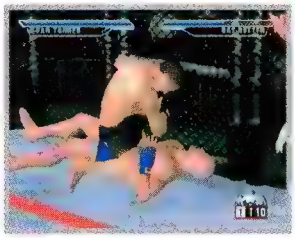


Knee Strike
Stamina: 22.0
Endurance: 4.0
back A

EVAN TANNER

- **Hometown:** Dallas, Texas
- **Fighting Style:** Freestyle

•Winning Techniques: Evan is a strange fighter in that he has a little bit of everything. Kicks, combinations and grappling—you'll be able to pull them all off. But as the old adage goes "Jack of all trades, master of none." Evan is so completely average that you will have a hard time not playing into your opponent's fighting style. What makes Evan effective is that he can surprise his opponents with some nasty moves. Change up your attacks; if you keep using the same move over and over, you will lose. Unlike most freestyle fighters, Evan has some ground-based counters that are a welcome addition to his repertoire.



Evan is an average fighter who has a little of everything.

MOST EFFECTIVE ATTACKS

Power Strike
Stamina: 23.5
Endurance: 9.5
back R

Ground Counter
Stamina: N/A
Endurance: N/A
Y+G

Double Kick
Stamina: 16.5
Endurance: 7.8
A-A

TALE OF THE TAPE

• How Authentic Is UFC Compared to the Real Thing? The sights and sounds of the Ultimate Fighting Championship are recreated here perfectly. From the Tale of the Tape to the victory song, this game goes to great lengths to reproduce one of the most extreme sports around.

• Do People Really Fight Like That? In the early UFCs, there was a vast difference between each combatant. You could easily tell a boxer from a wrestler. There were all types of fighting styles, but one stood out. Brazilian Jiu-Jitsu became a near-undefeatable system of combat. With this style, the Brazilian fighter would lunge for his opponent's legs and assume the guard position on the ground. From this position he could drain his enemy of his strength while also having the option to force a submission. After this style dominated for several UFCs, every fighter started training against it. The modern day UFC is composed mostly of Freestyle fighters who excel at both striking and grappling. Fighters rarely stay on their feet for long. The fighters in this game are those top contenders from the most recent competitions.

Imposing Big John McCarthy is perfectly portrayed here.

Between rounds, a beautiful girl will display the round. Oh yeah!

ULTIMATE FIGHTING CHAMPIONSHIP FIGHTING STYLES

How Do the Primary Styles Compare (in-game)? In this game, you really need to know the fighter you are playing, as well as the style of your opponents. Here is a quick break-down to help you in your competitions.

■ Wrestling
Great ability on the ground. Break the distance between you and your opponent and take him to the mat. You are weak on your feet.

■ Freestyle
These are relatively undisciplined strikers. Keep them on their feet or the match will go downhill for them quickly. Stamina can be a serious problem for them. Make sure you can pull back if it gets low.

■ Jiu-Jitsu
This style involves a lot of counters. You will want to soften up your opponents and force them into wasting their energy from trying to punch you. This style has some nice submission moves at its disposal.

■ Kickboxing/boxing
You have strong combinations that can totally rock your opponent. When it comes to the ground, though, you are totally unprepared. Be wary of fighters who are adept at countering. If you get countered, you can lose the match very quickly.

■ Ruas Vale Tudo
This style combines Jiu-Jitsu with Kickboxing. You have powerful strikes as well as some counters that are essential to you squirming out from underneath the other guy.

■ Submission Fighting
This style has strong strikes and a number of great submission moves—a very balanced style in any case.

The Chrono Crossing Guard

by Henry LaPierre
freeza@ix.netcom.com

With its beautiful artwork, great score, numerous characters to find, plentiful secrets and fresh storyline, Chrono Cross is an extremely fun game—one that will make you come back to it time and again.

The only problem is that the color-based battle system is flawed—people with limited or no color vision could have trouble with it. Each enemy, character and element in the game has a color alignment which is noted by a colored dot. With no accompanying text to hint at the color, people without color vision may have a difficult time in figuring out the finer points of the game's intricate battle system. Perhaps game companies may take things like this into account so that everyone can enjoy their games equally. Just a thought...

Contact Henry at his e-mail address for additional information on items and elements.

database

time to complete 30-40 hours
challenge Moderate
the good No random battles
the bad Some slowdown
best character Anyone who can steal
also try Xeno Gears
system PlayStation
publisher Square Electronic
developer Squaresoft
www.squaresoft.com/

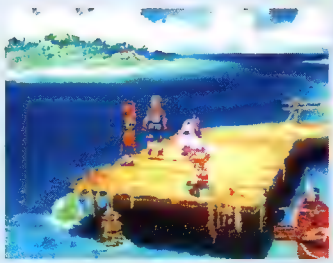
Section 1 VISION QUEST

Location: Mystery Opening Dungeon.
Plot Progression: Activate the teleport pad in the main area by using the device in the room to the northwest.
Miscellaneous: ① You start the game with Serge and Kid, but your third party member will be chosen at random.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
C	100	Yellow	0 N/A	Tablet	N/A
Alphabat	100	Black	69 N/A	Tablet	N/A

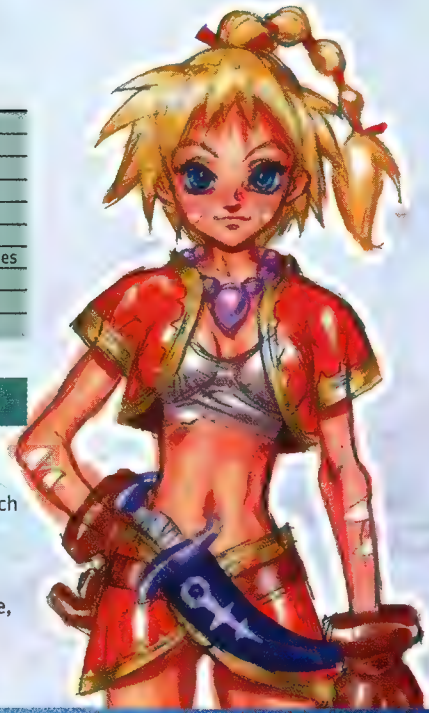
Section 2 SLEEPING IN



Location: Arni Village.
Plot progression: Speak to Leena at the pier, then leave Arni Village and head southwest to Lizard Rock.
Possible Party Members: POSHUL - Give her a Heckran Bone.
Miscellaneous: ① Join Radius' lecture in the field for battle training. ② Talk to Gonji to learn about using Key Items.

ITEMS

Item	Character	Location	Action/Answer
200 Gold	N/A	Serge's House	Look Under Serge's bed
K	Fisherman		"You're probably right!"
S	N/A		Look on shelf
P	N/A		Look in bucket
U	Young boy		Give him a Komodo Scale
S	Kiki's father		Talk to him
U	N/A		Inspect barrel numerous times
H	N/A		Look under the bed
A	N/A		Look in bucket
Cure	N/A	Radius' House	Look behind the picture



Section 3 DRAGON SLAYER

Location: Lizard Rock.
Plot Progression: Get the Komodo Dragon Scales by defeating three Komodo Dragon pups at Lizard Rock, then use the northwest exit to reach Opassa Beach, where Leena is waiting for you.

Catching the Komodo Dragon Pups
STARTING AREA: Walk towards the pup slowly so it runs through the cave, but not into the water, then push the nearby rock in front of the cave. Next, slowly walk around to where the dragon is, and when he runs into

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the blocked cave you'll be able to catch him.
Left Area: Chase the pup around the circular path until you catch it.
Lower Area: Jump onto the pup from the high ledge towards the center.

Miscellaneous: ① You can push the large purple rocks. ② Enemy HP is reduced by approximately 1/2 if you're alone. ③ There is a hole behind a bush at the lower left of the left area. ④ You'll fight the Mama Komodo Dragon after you beat all three Komodo Dragon pups.

ITEMS

Item	Location	Action/Answer
Komodo Scale	Various	Defeat Komodo Dragon pup
Silver Loupe	In water in lower area	Push rock in water for chest

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Komodo Pup	28	Blue	24	Bone, Komodo Scale	Tablet, Medicine
Beach Bum	33	Blue	25	Tablet, Humor	Medicine, Cure Plus
Sand Squirt	27	[illegible]	18	[illegible]	Tablet, N/A
Mama Komodo	152	Blue	216	Fang, Tablet	N/A

Section 4 *Sliding Doors*

Location: Opassa Beach, Alternate Lizard Rock.
Plot Progression: Talk to Leena. After you regain consciousness, return to Arni Village (alternate).
Miscellaneous: ① Enemy HP is reduced by 1/2 if you're alone.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Sand Squirt	27	[illegible]	18	Fang, Scale	Tablet, N/A
Opassa Fish	41	[illegible]	32	[illegible]	Ointment, Tablet
Beach Bum	33	[illegible]	25	Tablet, Humor	Medicine, Cure Plus
Komodo Pup	28	Blue	24	Bone, Feather	Tablet, Medicine

Section 5 *The Only Difference...*

Location: Alternate Arni Village.
Plot Progression: Talk to Leena at the pier, then head northwest to Cape Howl (alternate).
Miscellaneous: ① Tell Leena "I'm Serge!" when talking to her at the pier.

ITEMS

Item	Location	Action/Answer
Magma Bomb	What was Serge's room	Search behind boxes
Photon Ray	In Leena's house	[illegible]
Rainbow Shell	Next to Shop Owner	[illegible]
Ice Lance	The Cafe	[illegible]
Tablet	In the Cafe's bedroom	[illegible]
Tent Pole	In front of Chief's house	[illegible]
Tablet	Chief's house	Look behind the picture

Section 6 *One Foot in the Grave*

Location: Alternate Cape Howl.
Plot Progression: Inspect the grave at the tip of Cape Howl.
Possible Party Members: **Kid** - Answer "Travel together" when Kid asks if she can join you.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Beach Bum	33	[illegible]	25	Tablet, Humour	Medicine, Cure Plus
Sand Squirt	27	[illegible]	18	[illegible]	Tablet, N/A
Kamaitachi	120	[illegible]	220	[illegible]	Copper, Power Glove
Spot	53	Yellow	40	[illegible]	Tablet, Silver Loupe
Peppor	63	Yellow	40	Ivory Helmet, Copper	Tablet, Knee Pad

Section 7 *Doesn't Feel Like Home*

Location: Alternate Arni Village.
Plot Progression: After you spend the night in Arni, head north to Fossil Valley (alternate).
Possible Party Members: **Mojo** - Give Kiki's father the Shark Tooth.
Leena - You must have refused to let Kid join your party at Cape Howl.
Poshul - You must have refused to let Kid join your party at Cape Howl, or have had her in your party previously.

ITEMS

Item	Character	Location	Action/Answer
Tele-Porter	Kid	What was Serge's room	She gives you it

Section 8 *The Dingo Ate Your Baby*

Location: Alternate Fossil Valley.
Plot Progression: After finding three Key Items here, exit to the northwest on the lower path to reach Alternate Termina.
Miscellaneous: ① To be allowed access to the higher ground, answer "Yes, we are" when you talk to the man by the rope ladder. ② The Heavy Skull is a part of Skelly, a character you'll acquire later.

ITEMS

Item	Character	Location	Action/Answer
Heavy Skull	Dead Clown	High ground	"Sure"
Bell Flower	N/A	[illegible]	Inspect purple flower
Big Egg	N/A	Low path	Look in bird's nest

The Bend of Time

This is an island just southeast of Fort Dragonia where you can fight most of the regular enemies from throughout the game. To begin a random battle, step into any of the available circles of light (10 by the game's finish).

The door at the rear will open upon your playing either a "New Game +" or a "Continue +" game. Here you can battle the three Mystical Knights, Flea, Ozzie and Slash (Sprigg can use these the forms in her level 5 Dopplegang element), as well as play a guessing game for valuable items.

Section 8 — The Dingo Ate Your Baby

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Bubba Dingo	28	Red	8	Fur, Fireball	Fur, Cure Plus
Mama Dingo	69	Red	10	[illegible]	Cure, N/A
Drongo	42	Green	60	[illegible]	Tablet, Heal
Dodo	161/220	White	102	[illegible]	Feather, Purify
Solt	88	Yellow	80	[illegible]	Ivory Helmet, Turn Black
Peppor	94	Yellow	80	Uplift, Copper	Ivory Helmet, Tablet

Section 9 — Who to Help?

Location: Termina (alternate).
Plot Progression: Find one of three possible party members (Guile, Nikki or Pierre) to sneak into the Viper Mansion (alternate) with.
Possible Party Members: **Kid** - If she was not previously with you, find her by talking to the man polishing Lord Viper's statue. Answer "OK, let's go!" when she asks to join up with you.
Guile - Ask for his help" when you talk to him in the Dragon's Tail Bar. Next, seek out Korcha near the shrines to hire his boat for 100 G (skip to Section 10).
Nikki - Talk to the band member in the ship docked at the left side of the city, then answer "OK, rock on!" when Miki asks you to search Shadow Forest. Next, head east to Shadow Forest (skip to Section 11).
Pierre - After talking to Pierre in his room at the Blacksmith's house, get his medal back from the child in the yard outside. Give the Hero's Medal to Pierre, then answer "Ok, let's go." Next, head to Viper Manor (skip to Section 12).
Miscellaneous: ① You must talk to Kid at Lord Viper's statue before anyone else will join you. ② You can trade elements for materials at the Trading Post. ③ At the Shrines, give the Bellflower to Glenn and Riddel. ④ Tell the street merchant that he's charging "Too much" for the Viper Churros and to lower his price to 50 G. Each time you come back to him, you'll get one for free. ⑤ Have Mojo inspect the training dummy in the yard outside Pierre's room. ⑥ The Profiteer Purse increases the amount of gold received after battles. ⑦ Tell Van "I think it's good."

ITEMS

Item	Character	Location	Action/Answer
[illegible]	Kid	[illegible]	She gives it to you
[illegible]	Man in shade	[illegible]	"Understood"
[illegible]	Young boy	[illegible]	Talk to Pierre, then the boy
Profiteer Purse	N/A	Master Gogh's house	Look under stairs

Section 10 — Danger! Falling Rocks!

Location: Rocks behind Viper Manor (alternate).
Plot Progression: Make your up to the grounds of Viper Manor, then skip to Section 13.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Gr[illegible]ook	48	Red	87	[illegible]	Ointment, Bronze Swallow
L[illegible]	45	[illegible]	52	[illegible]	Antidote, Seed
A[illegible]	73	Yellow	160	[illegible]	Ivory Helmet, Capsule
B[illegible]	140	[illegible]	140	[illegible]	Ice Lance, N/A
R[illegible]	151	Red	140	[illegible]	Magma Bomb, N/A
King Moaman	250	Black	280	Gravity Blow, Power Glove	Feathery Dress, Copper

Section 11 — Welcome to the Jungle...

Location: Shadow Forest (alternate).
Plot Progression: Find Nikki, then make your way onto the grounds of the Viper Manor (alternate). Once there, skip to Section 13.
Possible Party Members: **Nikki** - Find him after helping him battle the Cassowarys. Answer "Sure."
Miscellaneous: ① Use the Aroma Pouch on plants that have colored berries, then use the aroma to attract "like-colored" monsters to the large sleeping enemies blocking your progress. ② The Angry Scapula is a part of Skelly. ③ Block the hole where the Gerridaes are coming from with the large rock.

ITEMS

Item	Character	Location	Action/Answer
O[illegible]	N/A	[illegible]	"Read it"
A[illegible]	N/A	[illegible]	"Pick it up"
Skwdoggery Frame	Quadffid	[illegible]	Feed red monster

Character Profiles

Name	Description	Origin	Innate
Serge	Silent Protagonist	Arni	White
Poshul	Wonder Dog	Arni	Yellow
Kid	Mysterious Traveler	Unknown	Red
Mojo	Cursed Voodoo Doll	Far East	Black
Leena	Sweet Country Gal	Arni	Blue
Guile	Masked Magician	Zenan Mainland	Black
Nikki	Rockin' Bard Superstar	Zelbess	Blue
Pierre	Self-proclaimed Hero	Termina	Blue
Macha	Gutsy Mother of two	Guldove	Red
Glenn	Noble Knight	Termina	Green
Korcha	Fisherman and Ferryman	Guldove	Blue
Greco	Psychic Ex-Wrestler	Zenan Mainland	Red
Razzly	A Forest Fairy	Water Dragon Isle	Green
Neo Fio	A "Flower Child"	Viper Manor	Green

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Bulb	49	Green	86	Seed, Bushbasher	Tablet, Bronze Pick
C[illegible]	98	Yellow	83	Uplift, Feather	Ivory Mail, Electro Jolt
C[illegible]	54	Green	36	Tablet, Eyeball	Electro Jolt, Tablet
D[illegible]	175	White	140	Feather, Bone	Feather, Purify
Q[illegible]	208	Green	314	Seed, Bushbasher	Antidote, Bat Eye
S[illegible]	84	Yellow	80	Copper, Electro Jolt	Turn Black, Ivory Helmet
P[illegible]	94	Yellow	80	Copper, Uplift	Ivory Helmet, Tablet
Z[illegible]	210	Yellow	300	Ivory Mail, Bronze Glove	Knee Pad, N/A
G[illegible]	48		15	Humour, Poultice Cap	Humour, N/A
G[illegible]	54		98	Scale, Aqua Beam	Antiviral Cap, Medicine
Wraith	210	Black	400	Leather, Gravity Blow	Copper, Gravity Blow

Section 12 *Knock, Knock...*

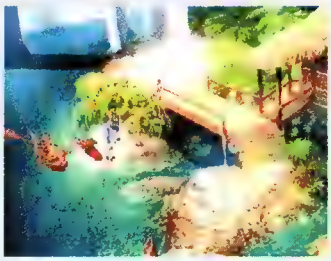
Location: Viper Manor Gates (alternate).
Plot Progression: With Pierre in your current party, choose "Charge" or "Think up a plan" when turned away at the front gate. Once on the main grounds, skip to Section 13.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Acacia Private	73	Yellow	160	Photon Ray, Tablet	Ivory Helmet, Capsule
A[illegible]	87	Yellow	180	Copper, Meteorite	Bronze Helmet, Capsule
S[illegible]	157	Yellow	249	Copper, N/A	Bronze Vest, Dancing Shoes
P[illegible]	189	Yellow	250	Brace, Magic Ring	Plaster Cap, Power Glove
Ketchop	270	Yellow	1	Silver Earring, N/A	Tablet, Power Glove

Section 13 *Breaking and Entering*

Location: Viper Manor (alternate).
Plot Progression: Get the Manor Key from the stables out back, then enter Viper Manor through the front door. Make your way to General Viper's room on the top floor.
Miscellaneous: ① Choose "What do I do?" for instructions on feeding the dragons in the stable. ② Talk to Glenn in the Dining area. Follow him to the Guard's quarters and inspect the rear wall once he moves to find the combination for the trapped door in the main entryway. ③ The password for the Treasure room is to not choose a selection. ④ Unlock Pip's cage in Luccia's lab so he can escape later. ⑤ Inspect the desk in the General's room to draw Lynx out.



ITEMS

Item	Character	Location	Action/Answer
Manor Key	Stable worker	D[illegible] stable cupboard	"That's right"
Knee Pad	Stable worker	D[illegible]	Feed 10 dragons
Bronze Helm	Stable worker	D[illegible]	Feed 20 dragons
Bronze Mail	Stable worker	D[illegible]	Feed 30 dragons
Recover	Stable worker	D[illegible]	Feed 40 dragons
Iron Vest	Stable worker	D[illegible]	Feed 100 dragons
Turn Green	N/A	I[illegible]	Look in cupboard
Silver Pendant	N/A	I[illegible]	Inspect right wall
Bronze Sword	N/A	I[illegible]	Inspect pedestal
Bronze Mail	N/A	I[illegible]	Inspect pedestal
Hero's Shield	N/A	I[illegible]	Inspect pedestal
Turn Red	N/A	I[illegible]	Look in vase
Defend Shield	N/A	I[illegible]	Inspect right wall
Dragoon Gauntlet	N/A	In Karsh's room	Inspect chest 20 times

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Acacia Private	73	Yellow	160	Photon Ray, Tablet	Ivory Helmet, Capsule
Acacia Sergeant	87	Yellow	180	Copper, Meteorite	Bronze Helmet, Capsule
Will-O'-Wisp	44	Red	78	Tablet, Sunbeam	Capsule, Fire Pillar
Gnasher Snack	48	Red	87	Bone, Feather	Ointment, Bronze Swallow
Portalghast	335	Yellow	210	Cathode, Tablet	Heal, Magnify
Wraith	210	Black	400	Leather, Gravity Blow	Copper, Gravity Blow
Lil Beast	67	Yellow	100	Ice Lance, Thunderbolt	Heal, Electro Bolt
Big Beast	78	Yellow	100	Ice Lance, Thunderbolt	Dancing Shoes, Heal
Porky	366	Yellow	139	Bronze Sword, Copper	Capsule, Upheaval
Bug	49	Green	86	Seed, Bushbasher	Tablet, Bronze Pick
Ghoul	48		15	Bone, Feather	Humour, N/A
Neo Beast	156	Green	200	Antidote, Eye Drops	Seed, Heal
Reaper	315	Yellow	400	Copper, Electro Bolt	Capsule, Screw
Man O' War	96	Black	120	Cathode, Bone	Gravity Blow, Iron
Mad Scientist	154	Black	154	Bronze Bar, Tablet	Hell Soul, Iron
Mime	500		780	Ice Lance, Bone	Silver Loupe, Dancing Shoes
Lynx	860	Black	500	Pendragon Sigil C, Gravitonite	Magic Ring, Power Glove

Name	Description	Origin	Innate
Luccia	Scientific Genius	Zenan Mainland	Black
Mel	Doodling Brat	Guldove	Yellow
Pip	Guinea Pig Experiment	Viper Manor	White
Doc	Village Physician	Zenan Mainland	White
Lynx	Feline Demi-human	Arni	Black
Sprigg	Lovable Old Lady	Dimension Vortex	Green
Harle	Enigmatic Jester	Unknown	Black
Radius	Arni Village Chief	Zenan Mainland	Green
Funguy	Mushroom Man	Termina	Yellow
Zappa	Obstinate Blacksmith	Zenan Mainland	Red
Van	Penny-wise artist	Termina	Green
Norris	"Black Wind" Leader	Porre	Yellow
Draggy	Cute Baby Dragon	Fossil Valley	Red
Starky	A Stray "Gray"	Another Planet	White
Sneff	Aged Illusionist	Unknown	Yellow
Irenes	Late Zelbess's Sister	Ocean	Blue

Name	Description	Origin	Innate
Janice	Bunny-Girl Trainer	S.S. Zelbess	Red
Skelly	Skeleton Clown	Zenan Mainland	Black
Skelly	Skeleton Clown	Zenan Mainland	Black
Karsh	One of the four Devas	El Nido	Green
Zoah	One of the four Devas	El Nido	Yellow
Orcha	Fiery Cook	Guldove	Red
Grobyc	Cyborg Assassin	Unknown	Black
Riddel	Lady of Viper Manor	El Nido	White
Viper	Lord of El Nido	El Nido	Yellow
Fargo	Pirate Captain	Unknown	Blue
Marcy	"Diva" of the four Devas	Zenan Mainland	Blue
Miki	Dancer Extraordinaire	S.S. Zelbess	Red
Leah	Cave Girl	Gaea's Navel	Yellow
Steena	Shrine Maiden	Guldove	White
Orlha	Gladiatrix Barkeep	Guldove	Blue
Turnip	A Total Vegetable	Hermit's Hideout	Green

Section 14 Termina Illness

Location: Guldove (alternate), Termina (alternate).
Plot Progression: Talk to Chief Direa, then board Korcha's boat at the dock and set sail for Termina. From there, head to Viper Manor (alternate).
Miscellaneous: ① The Pelvic Bone is a part of Skelly. ② If you chose not to help Kid, talk to Korcha in his house so you can borrow his boat. ③ To get the Brass Rod, you must have gotten the Dragoon's Honor from Viper Manor with Guile. ④ Bring Glenn to see the two boys not speaking to each other in the house behind the Blacksmith's house.
Possible Party Members: **Macha** - Choose "...I don't know" and "...There's nothing we can do" when asked what you're going to do about Kid. Find Korcha in his house and attempt to borrow his boat. In Termina, after seeing Glenn, talk to Macha at the dock and choose to "Let her join."
Korcha - Choose "Find a way to save her" when Korcha asks what you're going to do about Kid. He'll then join your party in Termina.
Glenn - If you've chosen not to save Kid, find Glenn at the Flowerstand in Termina, then speak to Macha at the dock. When Glenn shows up, choose to "Let him join." Having given him the Bellflower at the shrines earlier may play a role in this (see Section 9).
Greco - At the Termina shrines, ask him to "Please" help you.

ITEMS

Item	Character	Location	Action/Answer
[illegible]	Kid	[illegible]	Talk to Kid
[illegible]	Trader	[illegible]	"OK, I'll do it"
[illegible]	Customer	[illegible]	Talk to him
[illegible]	Macha	[illegible]	Don't help Kid
Brass Rod	Fortune Teller	Termina	Read Guile's fortune

Section 15 While the General's Away...

Location: Viper Manor (alternate).
Plot Progression: Talk to Luccia on the Roof Terrace to learn of the Life Sparkle, then head to the Hydra Marshes (alternate) to find it.
Possible Party Members: **Luccia** - After talking to her on the Roof Terrace, go to her room and ask her "Would you like to join us?"
Miscellaneous: ① Use the Parlor Key to enter the locked door next to Harle's room. ② There is a trapdoor behind the desk in the Library. ③ The Beach Bum in the room beneath the Library will change your name if you talk to it.

ITEMS

Item	Location	Action/Answer
Silver Earring	Luccia's lab	[illegible]
Furnace Home	Room below Library	Speak to Beach Bum

Section 16 Plant Life

Location: Hydra Marshes (alternate).
Plot Progression: Find the Life Sparkle in the pool at the top right. Once this task is complete and you've collected all the party members you can, you can do one of two things. First, if you've chosen to save Kid, make your way to Opassa Beach (alternate) and use the Astral Amulet on the portal that opens in the sand. Once back in your world, head east to the Hydra Marshes (see Section 17). If you've chosen not to help Kid, on the other hand, return to the docks in Termina (alternate) (skip to Section 19).
Possible Party Members: **Neo Fio** - Return to the Roof Terrace of Viper Manor and use the Life Sparkle on her.
Miscellaneous: ① You may need to use the Green Tinkler on some of the plants for them to act as ladders. ② The Good Backbone is a part of Skelly.

ITEMS

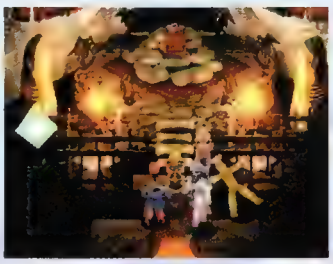
Item	Character	Location	Action/Answer
Good Backbone	N/A	[illegible]	In cave
Golem	Centaurpede	Hydra Marshes (alternate)	Use Trap Golem

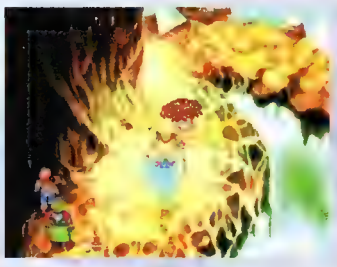
ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
[illegible]	210	Black	520	[illegible]	Heal, Nostrum
[illegible]	70	Green	381	[illegible]	Brace, Tablet
[illegible]	79	[illegible]	148	[illegible]	Medicine, Numble
[illegible]	350	Yellow	600	[illegible]	Electro Bolt, Earthquake
[illegible]	105	Green	152	[illegible]	Aero Blaster, Antidote
[illegible]	125	Green	150	[illegible]	Capsule, Antidote
Tzetze Fly	158	Black	240	Gravity Blow, Humour	Heal, Black Out

Section 17 Bug Hunt

Location: Hydra Marshes.
Plot Progression: Find the Hydra and defeat it to get the Hydra Humour needed for Kid's cure, then return to Guldove (alternate).
Possible Party Members: **Razzly** - Rescue her from the Pentapus.
Miscellaneous: ① Use the Beeba Flute in the wide open space in the top area. ② Walk in the center of the wide open space after defeating the Wingapede. ③ Use the Green Tinkler on the plants to make them act as ladders. ④ To get the Ointment, you must open the chest before defeating the Hydra. ⑤ If Razzly is not in your party when you defeat the Hydra, a fairy you meet later (Rosetta) will die. The trade-off is that you'll be able to acquire her level 7 element at a later point.





ITEMS

Item	Character	Location	Action/Answer
Hydra Humour	Hydra	Hydra area	Inspect carcass

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
P	70		381		Brace, Tablet
S	79		148		Medicine, Numble
B	285	Yellow	160		Tablet, Copper
V	420		164		Feather, Plaster Cap
P	590		606		Ice Lance, Knee Pad
D	98	Yellow	100		Aero Blaster, Electro Bolt
D	104	Yellow	100		Aero Blaster, Electro Bolt
C	330		700		Capsule, Antidote
D	148	Yellow	150		Capsule, Heal
Hydra	685	Yellow	740	Upheaval, Copper	Tablet, Heal

Section 18 A Full Recovery

Location: Guldove (alternate).
Plot Progression: Give the doctor the Hydra Humour so Kid can be cured, then return to Termina (alternate).
Possible Party Members: **Mel** - When asked if you want to go after Mel, choose "You need those elements" followed by "No, let's go after Mel." Once that's done, track down Mel by talking to Orlha in her shop, the man in front of the Chief's house and finally confronting her at the Residential Tower (Korcha's house). This will allow Mel to join you at a later point.

Section 19 Harlequin

Location: Termina (alternate), Hermit's Hideaway (alternate), Guldove (alternate).
Plot Progression: Speak to Glenn at the Flowerstand (if you haven't done so previously), then travel by Korcha/Macha's boat from Termina to the Hermit's Hideaway located to the northeast. From there, enter the Hermit's Hideout and speak to Radius. Return to your boat when finished.
Possible Party Members: **Korcha** - Tell him that you'll "Take him with you" when you speak to him at the Termina dock.
Mel - With Kid in your current party, talk to Mel in her room in Guldove (alternate) before or after going to the Hermit's Hideaway. You must have previously chased after her, though (see Section 18).

ITEMS

Item	Character	Location	Action/Answer
Stitch Frame	Mel	Mel's room	Have Kid talk to her

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Harle	390	Black	564	Photon Beam, Moonglasses	Moonglasses, Photon Beam

Section 20 Fargo

Location: Ghost Ship (alternate).
Plot Progression: Sail into the fog south of the Hermit's Hideaway (alternate) and board the Ghost Ship. After escaping from the hold, make your way on deck to help Captain Fargo. Head to Water Dragon Isle once you're done.
Possible Party Members: **Pip** - After catching him while going up the outer section of the ship, tell him "Sure, come along."
Miscellaneous: ① You can crawl through the vent. ② To get the key, read the note on the door to the right of the hold, then speak to the sailors at the end of the upper hall (help the other sailors on your way). ③ To get on deck, go through the downstairs arsenal and climb the outside of the ship. ④ The vitamin drink you're offered has three possible outcomes: abnormal status removal, poisoning or HP recovery. ⑤ Pip will evolve according to the number of opponents he faces. Which way he evolves is based on the innate elements of his foes.

ITEMS

Item	Character	Location	Action/Answer
K	Sailor	End of upper hall	Talk to him
Iron	Sailor	Room next to hold	Get Key then talk to him

ENEMIES

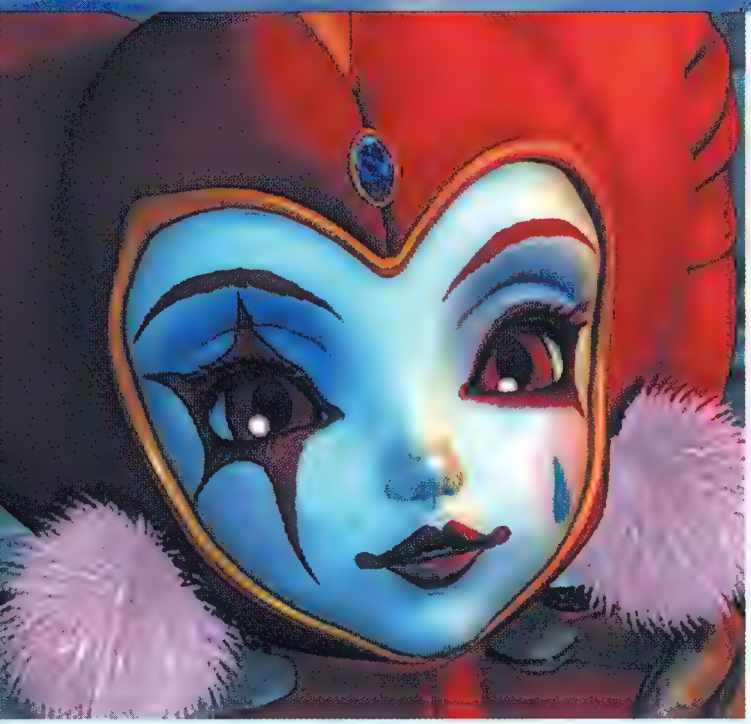
Name	HP	Innate	Gold	Items	Stolen Items
M	96	Black	120	Capsule, Heal	Gravity Blow, Iron
P	560	Red	145	Magnet Beam, Mirror	Sight Scope, Inferno
F	685		551	Photon Beam, Moonglasses	Capsule, Photon Beam
C	147	Black	164	Heal, Iron	Iron, Hell Bound
W	210	Black	387/520	Gravity Blow, Counter	Power Glove, Heal
D	91	Black	140	Hope, Hell Soul	Hell Soul, Bone
T	158	Black	240	Luminary Blow, Pummel	Heal, Black Out
Dead Head	730	Black	425	Hell Soul, Hell Bound	Bronze Axe, Gravity Blow

Section 21 All Aboard

Location: Guldove (alternate).
Plot Progression: Possibility of more party members.
Possible Party Members: **Kid** - If you chose not to save Kid by looking for the Hydra Humour, return here before going to Water Dragon Isle to find that she has recovered. Kid rejoins you at this point.
Doc - He joins your party if you go back for Kid.
Miscellaneous: If you leave Kid at Guldove (alternate) and have never had her in your party, you'll no longer have the opportunity for her to join.

ITEMS

Item	Character	Location	Action/Answer
Astral Amulet	Kid	Guldove (alternate)	Go back for her



Section 22 Hostile Takeover

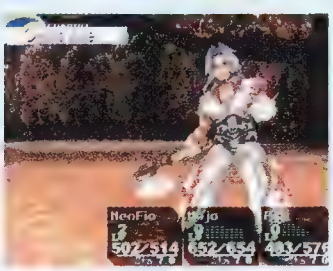
Location: Opassa Beach (alternate), Arni Village, Water Dragon Isle.
Plot Progression: Use the Astral Amulet on the portal at Opassa Beach to return to your world. From there, talk to the old man on the pier in Arni Village (he'll take you to Water Dragon Isle). Help the fairies fight the dwarves, then speak to the Water Dragon. Travel to the Mount Pyre (alternate) once you're finished. If you've decided to leave Kid behind, travel to the Mount Pyre (alternate) [skip to Section 23].
Miscellaneous: ① Use the lillypads to travel across the water on Water Dragon Isle. ② If Rosetta dies, the fairies will turn you away. ③ If you went back to Guldove (alternate) for Kid, she will have a flashback when she speaks with the fairies at the end. ④ If you go to the Water Dragon Isle (alternate), you can find four Irons and a set of Sturdy Ribs for Skelly by talking to an adventurer. You'll also find the enemy, Scorpiod (240 HP, Blue).

ITEMS

Item	Character	Location	Action/Answer
Ir	N/A		Search waterfall
Ic	Water Dragon		Talk to him
E	Water Dragon		Talk to him
Wisp Cape	Rosetta		After Water Dragon

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
D	132	Yellow	100		Iron, Capsule
D	146	Yellow	100		Tablet, Iron
D	155	Yellow	150		Iron, Capsule
Hi-Potion	1000	Yellow	500	Iron, Knee Pad	Screw, Knee Pad



Section 23 Just Passing Through – For Now

Location: Mount Pyre (alternate).
Plot Progression: Make your way through Mount Pyre to Fort Dragonia.
Miscellaneous: ① Use the Ice Breath to freeze the lava so you can walk across it without taking damage. ② Some chests are only available before you use the Ice Breath.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
L	235	Red	600		Tablet, Sight Scope
C	200	Red	234		Poultice Cap, Power Glove
S	500	Yellow	472		Kung Fu Shoes, Nostrum
P	470	Yellow	573		Pendragon Sigil B, Nostrum
H	160	Red	140		Dancing Shoes, N/A
F	890	Red	730		Magic Ring, Wisp Cape
K	385		780		Iron Axe, Aero Blaster
M	292		1250		Ice Blast, Nostrum
Zoan	450	Yellow	300	Gold Earring, N/A	Stamina Ring, N/A

Section 24 Stormin' the Fort

Location: Fort Dragonia (alternate).
Plot Progression: Trigger the yellow, blue, red and green crystals to open the central chamber. Trigger the white crystal to start the elevator. Finally, the black crystal activates the teleport pad in the center of the outer chamber. Battle General Viper and Lynx in the upper-most chamber.
Possible Party Members: Lynx - You get him automatically.
Miscellaneous: ① If you've skipped any boss encounters that could earn you a star, you will battle a more powerful version of the Dragoon at the entrance. ② In the yellow crystal area, the order your characters are in dictates the order chosen when accessing the device in the room to the west that moves the stone slab. The blue rectangle prior to this room allows you to rearrange your party. "Tail, Body, Head" lets you reach the panel that lowers the central section. "Head, Body, Tail" allows you to lower the necessary stairs. ③ In the blue crystal area, use the chests to align the upper section so you can get to the other rooms. ④ In the green crystal chamber, use the watch keeper device to drop into the four lower chambers. The directions relate to the way the statue is currently facing.

ITEMS

Item	Character	Location	Action/Answer
E	N/A		Body, Tail, Head
Electro Bow	N/A	Yellow crystal area	Tail, Head, Body

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
D	730	Red	390		Silver Pendant, Gold Earring
G	175	Yellow	105		Capsule, Hi Res
C	205	Black	120		Nostrum, Capsule
A	100	Black	69		Tablet, Hell Bound
D	365	Red	390		Silver Pendant, Gold Earring
G	830		800		Antiviral Cap, N/A
C	330	Yellow	175		Hi Res, Knee Pad
P	165	Yellow	300		Recover All, White Out
T	1250		1200		Trap Tornado, Trap Sonja
S	380	White	840		Screw, N/A
A	215	Red	360		Capsule, Lo Res
A	250	Yellow	370		Upheaval, Lo Res
B	430	Red	0		Trap Black Hole, Free Fall
B	1260	Black	1300		Trap Black Hole, Free Fall
G	860	Yellow	0		Stamina Ring, N/A
Lynx	1060	Black	666	Sky Djinn Ring, Pendragon Sigil B	Pendragon Sigil B, Sky Djinn Ring

Section 25 Worthy of Hanging on the Refrigerator

Location: The Temporal Vortex.
Plot Progression: Recruit Sprigg, then meet Harle in the room at the top. Catch Harle and escape from the Vortex by way of the hole at the bottom of the area you appear in.
Possible Party Members:
Sprigg - Joins automatically.
Harle - She joins after you open the door to reality.
Miscellaneous: ① Don't forget to re-allocate your elements. ② Walk onto a branch to shake a fruit loose, then enter Sprigg's house before she gets back from seeing what happened. ③ To get the chest in the opening area, push the higher rock down two levels so it knocks the other out of the way. ④ Open the door that leads to Harle (in disguise) three times to catch her. ⑤ Use the lever in the Escher-esque area to open another path.

ITEMS

Item	Character	Location	Action/Answer
Astral Amulet	Harle	Beyond Door to Reality	Don't have it

ENEMIES

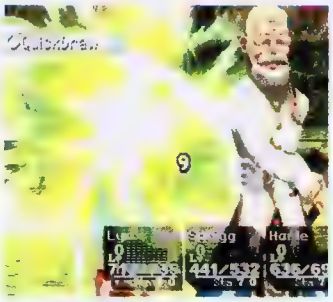
Name	HP	Innate	Gold	Items	Stolen Items
Total Chaos	240	Black	520	Mythril, Gravitonne	Mythril, Trashy

Section 26 Does That Make Me More Dangerous...?

Location: Hydra Marshes, Opassa Beach, Arni Village.
Plot Progression: In Opassa Beach, attempt to use the dimensional gate. When it doesn't work, head to Arni Village and speak to Serge's mother. Head to Termina from here.
Possible Party Members: **Radius** - He joins after you defeat him.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Radius	790	Green	8	Heal, Magnify	Pendragon Sigil B, Panacea



Section 27 Friends Come in All Shapes and Sizes

Location: Fossil Valley, Shadow Forest, Termina.
Plot Progression: On the way to Termina, stop by the Shadow Forest to pick up a new party member. In Termina, talking to the guard near the bar reveals that your next stop should be Viper Manor.
Possible Party Members: **Funguy** - Find him in the cave in the Shadow Forest and give him the Mushroom the lost traveler gave you.
Zappa - "Let him join" when you talk to him in the Blacksmith's Shop.
Van - "Hire him" for a tour when speaking to him in his house, then tell the woman who comes to collect money "No, we're serious."
Miscellaneous: ① 300 G fills Van's piggy bank (bring Van to his room). ② The Smith Spirit, when used on the world map, calls up a portable Blacksmith Shop.

ITEMS

Item	Character	Location	Action/Answer
U	Dodo	F	Use Trap Unicorn
M	Traveler		Inspect Gerridae
F	N/A		Look in chest
Smith Spirit	Zappa	Termina Blacksmith Shop	Talk to him

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Bubba Dingo	145	Red	8	Leather Ointment	Tablet, Capsule
M	245	Red	10		Capsule, Poultice Cap
D	190		24		Heal, Carapace
D	500	White	98		Mythril, Magnify
B	290	Green	130		Heal, Capsule
C	190		24		Capsule, Aero Blaster
G	250		216		Cure Plus, Deluge
Gloop	205	Blue	250	Cure Plus, Numble	Numble, Deluge

Section 28 This Old House

Location: Viper Manor.
Plot Progression: Find Norris so you can get permission to use the boat at the Termina docks.
Possible Party Members: **Norris** - Joins when you speak to him.
Miscellaneous: ① Use the well to enter the manor. ② In order to battle through the dungeon section of this area, return to the manor with Norris in your party and jump down the sinkhole near the guard on the rubble by the main entrance. ③ Toss the two barrels into the water to create a makeshift bridge to the valve room.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Alphabet	260	Black	69	Hell Bound, Iron	Hell Bound, Gravity Blow
G	240		250		Cure Plus, Medicine
Witchetty	450	Blue	240	Humour, Medicine	Cure Plus, Aqua Ball

Double Tech Elements

These are elements that appear when two or more specific characters are together in the party and have the proper elements equipped.

Equip: Serge + Glenn
New Element: X-Strike
Description: Combined Dash & Slash and Dash & Gash double attack
Innate: Red
Enemies Targeted: Single

Equip: Kid + Mel
New Element: Double Take
Description: Two thieves join forces to do a double steal
Innate: Red
Enemies Targeted: Single

Equip: Nikki + Miki
New Element: Flamenco
Description: Combined Dance On Air and Lime Light double tech
Innate: Red
Enemies Targeted: All

Equip: Karsh + Zoah
New Element: Dragon Spike
Description: Combined Dragon Rider and Toss & Spike double attack
Innate: Green
Enemies Targeted: Single

Equip: Neo Fio + Turnip
New Element: Tossed Salad
Description: Combined Bam Bam Bam and Veg Out double attack
Innate: Green
Enemies Targeted: Single

Equip: Viper + Radius
New Element: Vital Force
Description: Combined Vital Energy and Air Force double attack
Innate: White
Enemies Targeted: Single

Equip: Norris + Grobyc
New Element: Pitch Black
Description: Combined Strong Arm and Top Shot double attack
Innate: Black
Enemies Targeted: All

Equip: Leah + Draggy
New Element: Draggy Rider
Description: Try a Dragon Rider attack like the big boys do
Innate: Yellow
Enemies Targeted: Single

Section 29 Been There, Done That

Location: Mount Pyre, Fort Dragonia.
Plot Progression: Use the small boat at the Termina dock to reach Mount Pyre, then pass through it to reach Fort Dragonia. As before, trigger the yellow, blue, green, red and white crystals to unlock and start the elevator. Once Draggy joins you, head to the El Nido Triangle to the south.
Possible Party Members: **Draggy** - Placing the Big Egg in the incubator in and tell him "Sure" when he asks you to help him to find his parents.
Miscellaneous: ① See Section 24 for the correct sequences for the yellow crystal area. ② If you come here later with Steena, using the Dragon Tear will trigger the crystals automatically.

ITEMS

Item	Character	Location	Action/Answer
Denadorite	N/A	Yellow crystal area	Body, Tail, Head
Thunda Storm	N/A	Yellow crystal area	Tail, Head, Body

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Taurminator	665	Red	549	Mythril, Mythril Helmet	Mythril, Earring of Light
Cat Burglar	600	Red	487	Fur, N/A	Mythril, Denadorite
Hot Doggy	435	Red	420	Fang, Trap Red Wolf	Mythril, Trap Red Wolf
Lava Boy	590	Red	700	Gold Earring, Inferno	Flame Charm, Red Brooch
Gargoyle	500	Yellow	587	Earth Charm, N/A	Denadorite, Nostrum
Cyber	1000	Yellow	987	Screw, Thunda Storm	Denadorite, Nostrum
Chameilion	500	Blue	500	White Out, Panacea	Denadorite, Trashy Tiara

Section 30 Little Blue Men

Location: El Nido Triangle, Sky Dragon Isle.
Plot Progression: Get the Star Fragment from the triangle, then head to Sky Dragon Isle to draw the owner of it out.
Possible Party Members: **Starky** - Catch him after defeating his Mega Starky form.
Miscellaneous: ① Open the chest atop Sky Dragon Isle to battle Mega Starky. ② Take Starky to see the swordfish hanging in Arni Village to get him a new weapon.

ITEMS

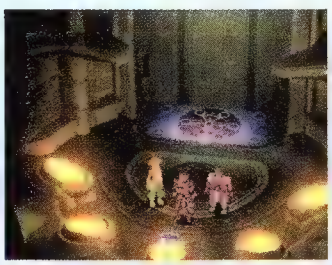
Item	Character	Location	Action/Answer
Martian Frame	Explorer	Sky Dragon Isle	After catching Starky
Plasma Pistol	N/A	Arni Village	Take Starky to the fish
Thanks	N/A	Arni Village	Take Starky to the fish

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Schoolmates	390	Blue	741	Mythril, Scale	Nostrum, Cure All
Polly	295	Yellow	888	Mythril, Scale	Mythril, Deluge
Mega Starky	2900	White	1000	Mag Negate, N/A	Angel Charm, White Brooch

Section 31 Dwelling on the Past

Location: Marbule, the Cruise Ship S.S. Zelbess.
Plot Progression: Gather information in Marbule, then head to the S.S. Zelbess. On board, battle the Sage while making your way to the Grand Slam. Sail to the Dead Sea once you have the Fiddler Crab.
Possible Party Members:
Irenes - Check out the voices you hear when you rest in the abandoned hut in Marbule to catch a quick glimpse of Irenes. After defeating the Sage on the Zelbess, cross over to Nikki's ship and tell him "Of course" you'll help him. Then just "Have her join your party."
Sneff - After defeating the Sage, see Sneff in the casino, then follow him to his dressing room to "Have him join your party."
Janice - "Have her join your party" after you defeat her in the Grand Slam arena.
Miscellaneous: ① Speak to Great Explorer Toma in Marbule. Ask him about all the topics he has to share. ② On board the Zelbess, watch the Sneff Family Show. ③ Talk to the demi-humans in the room next to Sneff's dressing room. ④ Accept Fargo's challenge, then play against him in the casino. ⑤ Enter the inn to come up with a plan, then re-watch the Sneff Family Show, this time "Volunteering" to help out. ⑥ Head up the ladder at the inn and get the "Handle" from the cheating device beneath the roulette wheel. ⑦ Have Sneff change you back, then challenge Fargo to another roulette match. ⑧ To catch the Sage that's just past the guarded door to the Grand Slam, enter the opening he's going to come through. ⑨ Avoid using elements on the Sage if you can. ⑩ In the Grand Slam, you can choose a team of monsters to battle your opponent's team. The monsters you can choose are the ones Sprigg can transform into. ⑪ Use the rope at the crow's nest to reach Nikki's ship.

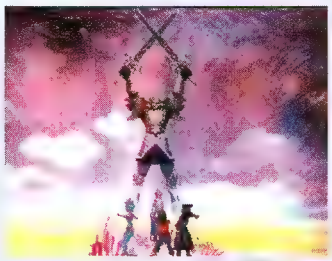


ITEMS

Item	Character	Location	Action/Answer
Bone	N/A	Casino	Rank 4th prize
Iron	N/A	Casino	Rank 3rd prize
Mythril	N/A	Casino	Rank 2nd prize
Rainbow Shell	N/A	Casino	Rank 1st prize
Frozen Apple	N/A	Kitchen	Enter as Cat
Mouth Piece	Cat	Kitchen	Enter as Cat
Handle	N/A	Room above bar	Take from machine
Fiddler Crab	Sage	Hall above Grand Stair	Defeat him

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Sage	1550	White	634	Mythril Helmet, N/A	Silver Pendant, Kung Fu Shoes
Glorp	230	Blue	N/A	Stamina Bell	N/A
Taurominaur	680	Red	N/A	Stamina Bell	N/A
Beetle	310	Yellow	N/A	Stamina Bell	N/A
Goblin Rook	280	Red	N/A	Resistance Bell	N/A
Cybot	980	Yellow	N/A	Resistance Bell	N/A
Spearfish	500	Blue	N/A	Resistance Bell	N/A
Airframe	475	Black	N/A	Dreamer's Scarf	N/A
Cassowary	500	Yellow	N/A	Dreamer's Scarf	N/A
Cuscus	220	Green	N/A	Dreamer's Scarf	N/A



Section 32 The Truth Is Out There

Location: Dead Sea, Death's Door, Hermit's Hideaway, Isle of the Damned, Death's Door.
Plot Progression: Use the Fiddler Crab where it indicates the "Dead Sea" to open Death's Door. Upon being stopped, get Garai's Keepsake from the Hermit's Hideaway and the Einlanzer Sword from the Isle of the Damned, then return to Death's Door.
Possible Party Members: SKELLY - After finding all six pieces of him (Heavy Skull, Angry Scapula, Pelvic Bone, Good Backbone, Sturdy Ribs, Mixed Bones), return Termina (alternate) and speak to Skelly's grandmother (house to the right of General Viper's statue). After giving Skelly a moment (leave the house and come back), talk to him and say the magic word, "Please."
Miscellaneous: ① Destroy enemies next to the sealed doors in the first section of the Isle of the Damned to burn them open. ② Use Garai's Keepsake next to the sealed reflective doors in the second section of the Isle of the Damned to open them. ③ If you travel to the Isle of the Damned (alternate), you can find an Eyeball, Revenge and Mixed Bones (the final piece of Skelly).

ITEMS

Item	Character	Location	Action/Answer
Garai's Keepsake	Radius	Hermit's Hideaway	Given to you
Golden Trace	Wight Knight	Isle of the Damned	Defeat it
Einlanzer	Garai	Isle of the Damned	Defeat Garai

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Will O'Wisp	210	Red	280	Fire Pillar, Inferno	Capsule, Heal
Airframe	460	Black	587	Bomb, Seal All	Mythril, Elbow Pad
Dead Head	1100	Black	590	Unmirror, Mythril	Heal, Antitoxinal Cap
Dead Bear	155	Black	280	Fireball, Trap Holy, Heal	Trap Unicorn, Trap Ultra Nova
Wight Knight	750	Black	783	Iron, Rainbow Shell	Hell Bound, Nostrum
Garai	2030	Black	1358	Dragoon's Honor, N/A	Capsule, Heal

Section 33 A Path Not Taken

Location: Death's Door, Dead Sea, Highway Ruins, City Ruins, Tower of Geddon.
Plot Progression: Pass through the Highway and City Ruins to reach the Tower of Geddon. Climb the tower and battle Miguel in order to try restoring the dimensional distortion.
Miscellaneous: ① Enter the tower to the left in the City Ruins to have Norris activate the console. ② Talk to the Geos in Geddon Tower's train area, then inspect the top of the blocked stairs when he disappears to find the Station Pass.

ITEMS

Item	Character	Location	Action/Answer
Station Pass	Geos	Tower of Geddon train area	Look on ground
Black Hole	Tragedienne	Tower of Geddon stage area	Use Trap Black Hole
Tornado	Tragedienne	Tower of Geddon stage area	Use Trap Tornado

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Geos	215	Black	350	Eyeball, Hi Ress	Capsule, Heal
Highwayman	2090	Black	1100	Mythril, Numble	Mythril, Numble
Robo Bucky	460	White	469	Screw, Mythril	Mythril, Gold Earring
Gremlin	280	Green	369	Thumbtack, Leather	Dancing Shoes, Sight Scope
Mannequeen	205	Yellow	326	Mythril, Thread	Mythril, Sight Scope
Tragedienne	370	Red	480	Aqua Ball, Defuse	Heal, Carnivore
Miguel	2050	White	1540	Dreamer's Scarf	N/A

Section 34 An Alliance with the Dragoons

Location: Opassa Beach, Opassa Beach (alternate), Fossil Valley (alternate), Termina (alternate).
Plot Progression: Go to Termina (alternate), then head to the Viper Manor (alternate).
Possible Party Members: KARSH - In the hidden room behind the Termina bar, choose either him or Zoah.
ZOAH - In the hidden room behind the Termina bar, choose either him or Karsh.
Miscellaneous: ① Take Draggy to the dragon skull in the Fossil Valley (alternate) to find his level 7 element. ② Take Van to see his father in Termina (alternate) to have his piggy bank enlarged. You can now put more money in it if you return to Van's room in your world's Termina.

ITEMS

Item	Character	Location	Action/Answer
Rainbow Shell	N/A	Arni Village (alternate)	Check shopkeeper's shelf
Big Breath	Dragon skull	Fossil Valley (alternate)	Take Draggy to it
Mother Ship	Shadow Cat	Fossil Valley (alternate)	Set Trap Mother Ship
Tear of Hate	Karsh	Termina bar (alternate)	Talk to him

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Tutanshaman	295	Red	800	Weaken, Elbow Pad	Capsule, Sky Djinn Ring
Shadow Cat	365	Black	476	Fire, Trap Mother Ship	Free Fall, Daemon Charm
Dragoon	42	Green	60	Speed, Aero Spear	Tablet, Heal
Dodo	161	White	2	Feather, Bone	Feather, Purify

Section 35 Damsel in Distress

Location: Viper Manor (alternate).
Plot Progression: Enter the manor through the front gate and rescue Lady Riddel from the prison in the basement. Head to Hermit's Hideaway (alternate) once you've made your escape.
Possible Party Members: **Orcha** - Joins automatically after defeating his Hell's Cook form.
Grobyc - Joins after you defeat him.
Miscellaneous: ① Inspect the bust in General Viper's room to open the secret door. ② Place the Decor Shield on the suit of armor that's missing a shield in the armory. Next, push the snake statue into the slot near the similar statue on the right wall to open a hidden door. Finally, inspect the pillar to the left to access the switch to shut off the trap in the room you've just uncovered. ③ Inspect the grate outside the guard's quarters to find a way into the basement and from there, the prison. ④ Use the valves to open gates and stop the water's current in the basement. ⑤ Knock the barrels into the water to create a makeshift bridge. You'll need to leave and re-enter the basement. ⑥ You'll fight the Guillot twice. ⑦ Walk to the Shadow Forest end of the basement sewers to scare the Gerridae into knocking the chest into the water. Reach it by way of the well. ⑧ To get the Top Shot, you must return to Norris after rescuing Riddel. ⑨ If you bring Karsh to the Isle of the Damned (alternate) as described in the letter, you will battle Solt and Peppor (you can do this after you acquire Karsh in Section 36 if you chose Zoah earlier).

ITEMS

Item	Character	Location	Action/Answer
[illegible]	N/A	[illegible]	Inspect table
[illegible]	Norris	[illegible]	Speak to him
[illegible]	N/A	[illegible]	Have Zoah open chest
[illegible]	Norris	[illegible]	Talk to him with Norris
[illegible]	N/A	[illegible]	Push statues into holes
[illegible]	Solt/Peppor	[illegible]	Defeat them with Karsh
[illegible]	Solt/Peppor	[illegible]	Defeat them

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
[illegible]	500	[illegible]	140	[illegible]	Antiviral Cap, Ice Blast
[illegible]	300	[illegible]	564	[illegible]	Magma Burst, Cloud Cape
[illegible]	1300	[illegible]	1076	[illegible]	Resistance Ring, N/A
[illegible]	2950	Red	1490	[illegible]	Mythril, Poultice Cap
[illegible]	360	White	250	[illegible]	Capsule, Nimble
[illegible]	440	White	350	[illegible]	Kung Fu Shoes, Nostrum
[illegible]	2920	Black	1250	[illegible]	Black Brooch, N/A
[illegible]	1030	Yellow	0	[illegible]	Screw, Denadorite Gun
[illegible]	930	Yellow	501	[illegible]	Resistance Belt, Pendragon Sigil B
Peppor	1040	Yellow	602	Belladonna, Stone Wall	

Section 36 New Recruits

Location: Hermit's Hideaway (alternate), S.S. Invincible (alternate), Pearly Gates.
Plot Progression: Rest for the night at Hermit's Hideaway (alternate), then regroup at the S.S. Invincible. After speaking with Harle at the Pearly Gates, seek the protection of the six dragons.
Possible Party Members: **Riddel** - Joins automatically upon your speaking to her at Hermit's Hideaway (alternate).
General Viper - He joins when you find him on the S.S. Invincible.
Fargo - He'll join you just after General Viper.
Marcy - She joins right after Fargo.
Karsh - If you already have Zoah, he'll join after Marcy.
Zoah - If you already have Karsh, he'll join after Marcy.

Section 37 Into the Mosh Pit

Location: S.S. Zelbess, Marbule, Marbule (alternate).
Plot Progression: Have Fargo speak to his alternate self aboard the S.S. Zelbess. Destroy all the monsters in Marbule while Nikki distracts them, then travel to Marbule (alternate) to find the Black Relic.
Possible Party Members: **Miki** - "Have her join your party" upon talking to her in the dining room of the S.S. Zelbess.
Pip - Talk to her in the hold of the S.S. Invincible.
Miscellaneous: To get the Valencian Frame, you must do so before Nikki begins his concert.

ITEMS

Item	Character	Location	Action/Answer
[illegible]	Fargo	[illegible]	Given after concert
[illegible]	Blue creature	[illegible]	Talk to it with no humans
[illegible]	Black Dragon	[illegible]	Defeat it/take it

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
[illegible]	500	[illegible]	550	[illegible]	Capsule, Cure All
Black Dragon	4090	Black	2154	Grim Reaper, N/A	Black Plate, N/A

Section 38 Hellish

Location: Mount Pyre (alternate).
Plot Progression: Defeat both stages of the Fire Dragon.
Miscellaneous: ① Use the Ice Breath to freeze the lava if you haven't done so already. ② If you enter your world's Mount Pyre after defeating the Fire Dragon, you can now reach chests containing a Red Brooch, Inferno, Weaken and Strengthen.

ITEMS

Item	Character	Location	Action/Answer
[illegible]	Hot Doggity	[illegible]	Use Trap Red Wolf
[illegible]	Fire Dragon	[illegible]	Defeat it

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Lava Boy	235	Red	600	Magma Burst, Silver Pendant	Tablet, Sight Scope
Cat Burglar	200	Red	234	Ointment, Leather	Poultice Cap, Power Glove
Hot Doggity	160	Red	140	Fang, Iron	Dancing Shoes, N/A
Fire Dragon Stage 1	890	Red	0	N/A	Magic Ring, Wisp Cape
Fire Dragon Stage 2	3620	Red	1800	Salamander, N/A	Red Plate, N/A

Section 39 Blue Meanie

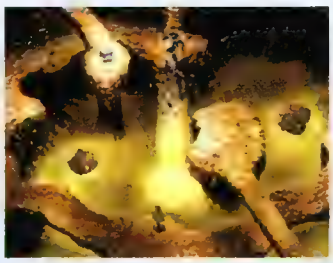
Location: Water Dragon Isle.
Plot Progression: Defeat the Water Dragon.
Miscellaneous: ① See Section 22 for the main item list. ② Tell the Water Dragon you seek "The Dragon God's blessing."

ITEMS

Item	Character	Location	Action/Answer
Blue Relic	Water Dragon	Boss cavern	Defeat it

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Lagoonate	460	Blue	540	Trap Inferno, Scale	Earring of Light, Trap Volcano
Mantarrey	480	Blue	500	Leather, Cure Plus	Medicine, Antiviral Cap
Sidesteppa	650	Blue	874	Antidote, Cure Al	Anti Red, Sea Charm
Water Dragon	2675	Blue	2036	Blue Whale, N/A	Blue Plate, N/A



Section 40 Journey to the Center of the Earth

Location: Earth Dragon Isle, Earth Dragon Isle (alternate).
Plot Progression: Defeat the Earth Dragon.
Miscellaneous: ① Walk into the quicksand to land in the caverns below. ② Once you're blocked by the first Rockroach, leave the Isle and return to give the explorers time to move it. Push or use the Explosives to move the Rockroaches. ③ Seek "The Dragon God's blessing" upon talking with the Earth Dragon. ④ If you travel to Earth Dragon Isle (alternate) [optional] you'll find a Brace, Capsule and Upheaval, as well as a monster called the Criosphinx. Wearing the Yellow Plate turns any damage done by its Yellow elements into HP. Defend and answer six questions by casting the correct colored element if you want, but you'll receive no reward: "Silence be..." is Yellow, "Royal carpet" is Red, "First prize ribbon" is Blue, "Jealous monster's"is Green, "Top rank..." is Black, "Knuckles of fear" is White.

ITEMS

Item	Character	Location	Action/Answer
Explosive	Explorer	Beyond quicksand	"Sure, I'll take some"
Yellow Relic	Earth Dragon	Boss chamber	Defeat it

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Rockroach	530	Yellow	650	Peridorite, Compass	Trap Sonja, Trap Tornado
Fossicker	575	Yellow	540	Mythril, N/A	Mythril, Denadorite
Bomber	625	Black	15	UVA	Capsule, Cloud Cape
Yellow Belly	600	Yellow	480	Numble, Humour	Capsule, Earth Charm
Earth Dragon	2950	Yellow	1547	Thunda Snake, N/A	Yellow Plate, N/A
Criosphinx	13406	Yellow	2500	Sunglasses, N/A	Denadorite, Rainbow Shell

Growth Level Boss Encounters

The following is a list of the possible Growth Level boss encounters. The ones you battle will depend on the decisions you make throughout the game:

Boss	Location
Mama Komodo	Lizard Rock
Karsh, Solt and Pepper	Cape Howl (alternate)
Solt and Peppor	Fossil Valley (alternate)
Acacia Private	Bluffs behind Viper Manor (alternate)
Cassowary	Shadow Forest (alternate)
Acacia Sergeant	Viper Manor Gates (alternate)
Blue, Red and King Mosman	Bluffs behind Viper Manor (alternate)
Zoah, Solt and Peppor	Shadow Forest (alternate)
Ketchop, Solt and Peppor	Viper Manor Gates (alternate)
Neo-N-Bulb	Luccia's lab in Viper Manor (alternate)
Marcy	Viper Manor library (alternate)
Lynx	General's room in Viper Manor (alternate)
Dwarf Pack	Hydra Marshes
Hydra	Hydra Marshes
Polly	Ghost Ship S.S. Invincible (alternate)
Fargo	Ghost Ship S.S. Invincible (alternate)
Dead Head	Ghost Ship S.S. Invincible (alternate)
Dwarf Pack	Water Dragon Isle
Hi-Ho Tank	Water Dragon Isle
Solt and Peppor	Mount Pyre (alternate)
Fire Dragon	Mount Pyre (alternate)
Karsh, Marcy and Zoah	Mount Pyre (alternate)
Dragoon	Fort Dragonia (alternate)
Giant Gloop	Fort Dragonia (alternate)
Taurusoid	Fort Dragonia (alternate)
Son Of A Gun	Fort Dragonia (alternate)
Bunyip Stage 2	Fort Dragonia (alternate)
General Viper	Fort Dragonia (alternate)
Lynx	Fort Dragonia (alternate)
Radius	Arni Village
Sage	S.S. Zelbess
Garai	Isle of the Damned
Highwayman	Highway Ruins
Miguel	Tower of Geddon
Roachester	Viper Manor basement (alternate)
Hell's Cook	Viper Manor basement (alternate)
Grobyc	Viper Manor basement (alternate)
Black Dragon	Marbule (alternate)
Fire Dragon Stage 2	Mount Pyre (alternate)
Water Dragon	Water Dragon Isle
Earth Dragon	Earth Dragon Isle
Tyrano	Gaea's Navel
Green Dragon	Gaea's Navel
Sky Dragon	Sky Dragon Isle (alternate)
Dark Serge	Fort Dragonia
Vita Tres	Past Fate Distortion
Vita Unus	Present Fate Distortion
Vita Duo	Future Fate Distortion
Polis Police	Time Fortress Chronopolis
Fate	Time Fortress Chronopolis
Royal Jelly	El Nido Triangle (alternate)
Terrator	Terra Tower
Pyrotor	Terra Tower
Anemotor	Terra Tower
Gravitor	Terra Tower
Luxator	Terra Tower
Aquator	Terra Tower
Time Devourer	Terra Tower

Section 41 Land of the Lost

Location: Hydra Marshes, Gaea's Navel.
Plot Progression: In the Hydra Marshes, catch a ride on the Wingapede to Gaea's Navel.
Possible Party Members: Leah - She joins automatically upon your arrival at Gaea's Navel.
Miscellaneous: ① See Section 17 for the items and enemies found in the Hydra Marshes. ② To get the Ancient Fruit, fight the Beeba who appears at the far left. ③ If this is your first trip here, fight the Wingapede who arrives when you use the Beeba Flute at the open area towards the top, then return to the far left and fight the Beeba near the save spot. Use the Beeba Flute at the end of the branch (where a Beeba is standing) to call the Wingapede a second. ④ You can climb trees and vines in Gaea's Navel. ⑤ To make Tyrano appear, return to the opening area. When it's quiet, approach the center. ⑥ With the field entirely green, the Green Dragon may cast Carnivore. ⑦ Use the Beeba Flute at the spot in Gaea's Navel you were dropped off to get the Wingapede to return.

ITEMS

Item	Character	Location	Action/Answer
[illegible]	Beeba	[illegible]	Defeat it
[illegible]	Beeba	[illegible]	Defeat it
[illegible]	Prey Mantis	[illegible]	Use Trap Sonja
[illegible]	Green Dragon	[illegible]	Use Trap Carnivore
[illegible]	Green Dragon	[illegible]	Defeat it

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
[illegible]	605	[illegible]	589	[illegible]	Forest Charm, Green Brooch
[illegible]	780	Red	638	[illegible]	Cloud Cape, Stamina Belt
[illegible]	538	Yellow	650	[illegible]	Earth Charm, Yellow Brooch
[illegible]	1660	Red	1080	[illegible]	Earring of Light, Power Seal
Green Dragon	3975	[illegible]	1110	Gemini, N/A	Green Plate, N/A

Section 42 The Final Relic

Location: Sky Dragon Isle (alternate).
Plot Progression: Defeat the Sky Dragon, then head to your world's Guldove.

ITEMS

Item	Character	Location	Action/Answer
[illegible]	Sky Dragon	[illegible]	Use Trap Ultra Nova
White Relic	Sky Dragon	Sky Dragon Isle (alternate)	Defeat it

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Sky Cragon	3650	White	2150	Saints, N/A	White Plate, N/A

Section 43 Back and Forth

Location: Guldove, Guldove (alternate), Guldove, Isle of the Damned, Hydra Marshes (alternate).
Plot Progression: Attempt to enter the house of Chief Direa. When turned away, head to Guldove (alternate) to get the Dragon Emblem. After getting it, return to Guldove and use it to get into Chief Direa's so you can talk to Steena. Collect Steena's missing two elements once she joins you. Head to Fort Dragonia when you're ready.
Possible Party Members: Steena - Talk to her at Chief Direa's house in Guldove after getting the Dragon Emblem.
Miscellaneous: ① Use the Garai Keepsake to pass through the mirrored barriers in the Isle of the Damned. ② The De-Hydrate can be found at the bottom of the hole in the open space towards the top of the Hydra Marshes (alternate) [where the Pentapus was in Section 17].

ITEMS

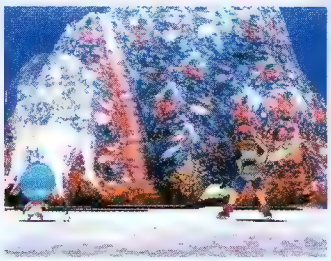
Item	Character	Location	Action/Answer
[illegible]	Orlha	[illegible]	Defeat her
[illegible]	Chief Direa	[illegible]	Show her Tear of Hate
[illegible]	Garai's Tomb	[illegible]	Bring Steena to it
[illegible]	De-Hydrate	[illegible]	Defeat it with Steena
[illegible]	N/A	[illegible]	In chest near De-Hydrate

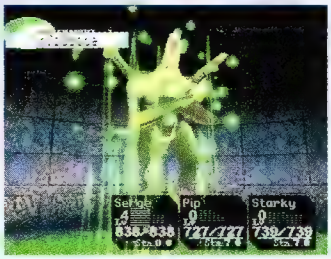
ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Orlha	1710	[illegible]	1520	[illegible]	Kung Fu Shoes, N/A
De-Hydrate	1100	Black	780	Free Fall, Resistance Ring	Hell Bound, Daemon Charm

Section 44 Be Prepared

Location: Fort Dragonia, various locations.
Plot Progression: Use the Dragon Tear in the Room of Rituals (where you switched forms with Lynx). Once your party reforms, seek out all the level 7 elements you can (some characters will acquire them automatically). Head to the Dead Sea Ruins when you're ready.
Possible Party Members: All - except for Kid, any characters who were in your party before you switched forms with Lynx will return automatically (use the Tele-Porter to see them).
Orlha - Once back in the form of Serge, speak to her at the Guldove (alternate) and show her the Sapphire Brooch.





Turnip - Use the Ice Breath at Hermit's Hideaway (alternate) to cool down the hot spot of land near the dwelling. Next, have Poshul inspect the vegetation that's growing in the same spot at the Hermit's Hideaway in your world.

Miscellaneous: ① Inspect the pedestal in the Room of Relics to place the Dragon Tear. ② If Kid was never in your party, you won't have the Ice Breath. ③ Nikki's ship, the Magical Dreamers, is docked next to the S.S. Zelbess in your home world. ④ For General Viper's level 7 element and Dragoon's Glory, head into the hidden room after talking to the barkeep. ⑤ To battle Dario, have the Memento Pendant in your inventory and Riddel in your party, and sail to the Forbidden Island (just west of the current between Fort Dragonia and the Hermit's Hideaway). ⑥ Equip the Black Plate to turn any damage done by Black elements into HP. ⑦ Receiving Leena's level 7 element depends on how you answered the questions at Opassa Beach and the Arni Villiage (alternate) pier early on. To rescue the butterfly on Sky Dragon Isle, push the monster away from it with Neo Fio when it catches it. ⑧ Once you have the Master Hammer, bring Zappa to the Termina (alternate) and speak to the Zappa there. ⑨ If you have Rainbow Shells in your inventory, new weapons and armors will be available for you to forge (see Smith Spirit item for details). ⑩ You'll need Norris in your party to get past the gates of the Viper Manor (alternate). ⑪ To get to the area of the basement where the Magic Seal and Luccia's level 7 element are, use the grate in the kitchen of Viper Manor (alternate). ⑫To get Doc's level 7 element "Hang Ten" you must have acquired him earlier (see Section 21), and not have him in your party when you go to Guldove (alternate) to give the Medical Book.

ITEMS

Item	Character	Location	Action/Answer
Black Hole	Dark Serge	Elevator	Use Trap Black Hole
Tear of Love	N/A	Fort Dragonia	Given after Room of Rituals
Lime Light	Nikki	Magical Dreamers	Talk to Nikki with Nikki
Flag Bearer	Barkeep	Termina bar	Inspect flag with Viper
Dragoon's Glory	Barkeep	Termina bar	Inspect flag with Viper
On A Roll	Barkeep	Termina bar	Talk to her with Skelly
Grave Digger	Ghetz's spirit	Greco's in Termina	Talk to man with Greco
Mastermune	Dario	Forbidden Island	Defeat him
Snake Fangs	Dario	Viper Manor	Given to Riddel
Unleashed	Leena	Arni Village pier	Talk to her with Poshul
Dinner Guest	Belcha	Arni Village kitchen	Talk to him with Orcha
Maiden Faith	Leena's Grandma	Leena's in Arni Village	Talk to her with Leena
Mycenoids	N/A	Cave in Shadow Forest	Have Funguy "Eat" mushroom
Blue Brooch	Doc	Doc's in Guldove	Talk to Doc with Orlha
Sister Hoods	Doc	Doc's in Guldove	Talk to Doc with Orlha
Bam Bam Bam	Butterfly	Sky Dragon Isle	Rescue it with Neo Fio
Siren Song	Witch Doctor	Marbule	Talk to him with Irenes
Quill Frame	Explorer Toma	Marbule	Talk to him twice in cave
Master Hammer	Explorer in cave	Marbule	Buy it for 10,000 G
Magic Seal	N/A	Viper Manor (alternate)	Look in chest
Test Ameba	Ameba	Viper Manor (alternate)	Inspect it with Luccia
Veg Out	N/A	Viper Manor (alternate)	Inspect Neo's pool w/Turnip+Neo in party
Rainbow Shell	V. Churro merchant	Termina (alternate)	Talk to him
Hang Ten	Doc	Guldove (alternate)	Give Medical Book to Doc
Snakes Frame	Prehysteric in tree	Gaea's Navel (alternate)	Battle enemies

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Dark Serge	3199	Black	1234	Stamina Belt, Pendragon Sigil A	Trashy Tiara, Rainbow Shell
Dario	550	Black	2500	Dreamer's Scarf, N/A	Pendragon Sigil A, Nostrum

Section 45 — Time Waits for No One

Location: Dead Sea Ruins, Fate Distortion, Sea of Eden, Clotho, Lachesis, Atropos, Future Ruins.

Plot Progression: At the Dead Sea Ruins, head into any of the three Fate Distortions. Next, enter each of the Time Distortions to battle one of three possible guardians—victory opens the Future Ruins.

Miscellaneous: ① The Time Distortion you enter last, once inside the Fate Distortions, dictates which guardian you battle. Past is Vita Tres, Present is Vita Unus, Future is Vita Duo.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Vita Unus	4350	Red	1180	Vigora, N/A	White Brooch, Diva Dress
Vita Duo	4200	Green	1190	Earring of Light, Diva Dress	White Brooch, Holy Healing
Vita Tres	4750	Blue	1200	Diva Dress, Golden Tiara	White Brooch, Holy Healing

Section 46 — Chrono Trigger

Location: Future Ruins, Time Fortress Chronopolis.

Plot Progression: Enter Chronopolis and make your way to the lab on floor B1.

Miscellaneous: ① Use the wall switch to extend the first bridge in the septic pool area. ② Use the sewer robot to extend the far bridge in the septic pool area. ③ Release the Security Level 2 lock on the doors and elevator by using the console in the map room on the second floor. ④ After speaking to the shadow figure by the chest on the third floor stairwell and hearing the briefing in the Time Egg room, return to the first floor docks to talk with the chief. ⑤ Return to the observation room on the fourth floor after the chief leaves the docks. ⑥ Use the Card Key to access floor B1 by way of the elevator. ⑦ Use the scanner at the end of the walkway on floor B1 to unlock the lab chamber.

ITEMS

Item	Location	Action/Answer
White Brooch	Septic pool	Use robot to reach
Cure All	Septic pool	Use robot to reach
Recharge	2nd floor locker room	All lockers shut Code #00
Strong Arm	2nd floor locker room	Have Grobyc look in chest

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Polis Police	3500	White	1000	Phys Negate, N/A	Capsule, Rainbow Shell
Gizmotoid	495	Red	850	Denadorite, Power Seal	Denadorite, Nostrum
Gyroblade	472	White	800	Meteor Shower, N/A	Denadorite, Gold Earring
Aero Guard	530	Blue	780	Crew, N/A	Denadorite, Holy Light
Combot	1975	Red	1400	Inferno, Screw	Nostrum, Denadorite
Fate	5250	Black	2457	Magic Seal, N/A	Holy Healing, Earring of Light

Section 47 — Chrono Cross

Location: Divine Dragon Falls (alternate), Hermit's Hideaway (alternate), Lucca's House, Viper Manor (alternate).

Plot Progression: Upon leaving Chronopolis, head to the Divine Dragon Falls (alternate). Place the Tear of Hate and the Tear of Love on the two pedestals inside to receive the Chrono Cross. Sail to Hermit's Hideaway (alternate) once you have it (skip to section 48 after you get the Chrono Cross if Kid never joined your party during the game) to try and save Kid.

Possible Party Members: **Kid** - Joins automatically after you rescue her in the past.

Miscellaneous: ① The Chrono Cross is an element which recharges all other equipped elements. ② At this point Glenn can draw the Einlanzer from his family's grave. ③ The Divine Dragon Falls (alternate) is located slightly northeast of the Arni Villiage (alternate). ④ Check on Kid to be sent to Lucca's house. ⑤ You must rid the area nearby of enemies before

Section 47 Chrono Cross

you can find the children. ⑥ Climb through the loose floorboard to reach Kid's area. ⑦ Use the Ice Gun to extinguish certain flames.

ITEMS

Item	Character	Location	Action/Answer
[illegible]	N/A	[illegible]	Place Dragon Tears
[illegible]	Mermaid	[illegible]	Talk to her with Korcha
[illegible]	N/A	[illegible]	Look under table
[illegible]	N/A	[illegible]	Look behind clock
[illegible]	Child	[illegible]	Talk to him
[illegible]	N/A	[illegible]	Look behind plant
[illegible]	Child	[illegible]	Talk to her
[illegible]	N/A	[illegible]	Look on desk
[illegible]	N/A	[illegible]	Take it from the wall
[illegible]	N/A	[illegible]	Look in chest
[illegible]	N/A	[illegible]	Talk to him
[illegible]	Child	[illegible]	Talk to him
[illegible]	N/A	[illegible]	Look in chest
[illegible]	N/A	[illegible]	Look under bed
[illegible]	Child	[illegible]	Talk to her
[illegible]	N/A	[illegible]	Talk to Luccia with Kid
Rainbow Shell	N/A	Viper Manor (alternate)	Talk to Luccia with Kid

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Lava Boy	770	Red	863	Denadorite, Red Brooch	Denadorite, Red Brooch

Section 48 20,000 Leagues Under the Sea

Location: El Nido Triangle (alternate).
Plot Progression: Bring Starky to the El Nido Triangle (alternate) so you can enter his Spaceship and retrieve an anti-gravity device.
Miscellaneous: Use Red elements to damage the Royal Jelly. After Starky installs the anti-gravity device on your boat, you'll be able to fly to Terra Tower. To get the Star Struck element from Starky's spaceship, you must return to it after landing on what has become Terra Tower.

ITEMS

Item	Character	Location	Action/Answer
Star Struck	N/A	Starky's Spaceship	Look in hold with Starky

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Puffy	295	Yellow	888	Mythril, Scale	Mythril, Deluge
Je[illegible]	500	[illegible]	638	[illegible]	Cure All, Iceberg
S[illegible]	590	[illegible]	800	[illegible] e All, N/A	Numble, Nostrum
N[illegible]	463	[illegible]	563	[illegible] ap Frog Prince	Mythril, Trap Frog Prince
Royal Jelly	1725	Blue	900	Resistance Belt, N/A	Earring of Light, Sky Djinn Ring

Section 49 Let Sleeping Dragons Lie

Location: Terra Tower.
Plot Progression: Now that the Dragons have shown their true face, use your newly modified boat to fly to what was once the Sky Dragon Isle (alternate)—Terra Tower. Seek out the Frozen Flame at its summit.
Miscellaneous: ① Push the large stone pillars to form bridges inside the tower. ② In the Viper Manor library area, push the switch on the second level to lower the ladder. ③ Use the teleport pads to reach the upper levels. ④ Defeat Gravitor and Luxator to unseal the doorway leading to the summit. ⑤ After defeating all six bosses, the teleport pad leading to the Frozen Flame appears.

ITEMS

Item	Character	Location	Action/Answer
Holy Light	Cupoid	Terra Tower	Use Trap Holy Light

ENEMIES

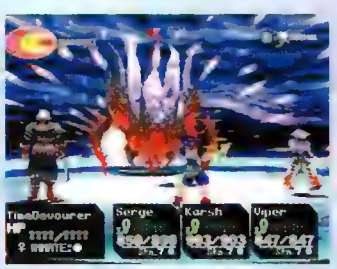
Name	HP	Innate	Gold	Items	Stolen Items
Terrator	2500	Yellow	1000	Yellow Field, N/A	Earth Charm, Yellow Brooch
Te[illegible]	775	White	900	[illegible]	Waist Pad, Nostrum
C[illegible]	468	Blue	210	[illegible]	Strengthen, N/A
E[illegible]	446	Red	210	[illegible]	Cure All, N/A
M[illegible]	574	White	800	[illegible]	Winged Shoes, Trashy Tiara
W[illegible]	571	Yellow	840	[illegible]	Third Eye, Trashy Tiara
C[illegible]	540	White	750	[illegible]	Stardust Cape, Panacea
P[illegible]	2350	Red	1000	[illegible]	Red Brooch, Flame Charm
A[illegible]	2400	[illegible]	1000	[illegible]	Green Brooch, Forest Charm
G[illegible]	2850	Black	1100	[illegible]	Daemon Charm, Black Brooch
L[illegible]	3000	White	1100	[illegible]	White Brooch, Angel Charm
A[illegible]	2950	Blue	1000	[illegible]	Sea Charm, N/A
Time Devourer	15000	All	2000	Earring of Hope, N/A	Holy Healing, N/A

Section 50 Where Even Angels Lose Their Way

Location: Opassa Beach.
Plot Progression: Once in your world's Opassa Beach, use the Time Egg at the newly opened red portal to the left to be taken to your final confrontation.
Miscellaneous: ① Make sure to have the "Chrono Cross" element equipped for this battle. ② The "good ending" is achieved by casting the elements so that they appear at the top of the screen in the musical tone order of the game's theme: Yellow, Red, Green, Blue, Black, White and the Chrono Cross. This is easier than it seems. To do so, equip the six variously colored elements on level one and two of each character. Equip the rest of your slots with recovery items of various colors (Heal All's work well) as well as a Revive on each character. During the battle, level each character up to their maximum, then just hang in there until the Time Devourer casts the first two colors (Defend if it casts Yellow so you don't taint the line) then quickly cast the rest of the elements in the proper order (taking care to not have Serge's stamina level run out before casting the Chrono Cross). Since the Chrono Cross recharges the other elements (which you'll need for the Revives at the least), it shouldn't cost you much more than time—about a half an hour's worth to be exact.

ENEMIES

Name	HP	Innate	Gold	Items	Stolen Items
Time Devourer	10000	White	N/A	N/A	Nostrum, N/A



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The Hawk Is Back

by Todd Zuniga
opm@ziffdavis.com

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At first, the new features may seem overwhelming, but give it a bit of time. If you don't let that anxiousness take you over, you'll realize this is way better than the first THPS.

There are now 10 challenges in Career Mode (instead of just five), and the skater attributes system has been completely revised. Instead of just purchasing a new skateboard to improve your stats, you now have to master a set of 10 different skills.

These two pages are just to get you started. Next month, we plan to blow out the entire game with a massive guide that'll show you everything you need to know.

database

dumb skater term	Gnarly
coolest new move	Wallie
best new skater	Rodney Mullen
best old guy	Tony Hawk
best advice	Get crazy and spin those grabs
also try	THPS
system	PlayStation
publisher	Activision
developer	Neversoft

EVERYONE E CONTENT RATED BY ESRB

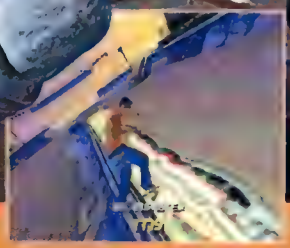
www.activision.com

TONY HAWK'S PRO SKATER 2

Building Up

In the first Tony Hawk's Pro Skater, your attributes grew as you bought new boards. In THPS2, however, you have to purchase individual skills, including Air, Hang Time, Ollie, Speed, Spin, Landing, Switch, Rail Balance, Lip Balance and Manuals. What you choose is based on what you want your skater to be. Spend your money wisely, though. There may be a time when you'll need big air to net the big bucks, but you won't be able to get there because you were too "Manual crazy."

Giving 'Em Some Lip



One of the coolest new additions to THPS2 is the ability to do some sweet lip tricks. If you've got good balance, you can hold these babies to run up some mondo scores. There's the sweet Nosestall, two variations of the Rock & Roll and the Disaster, which looks thrillingly sweet. They're not tough to do, but you'll have to break the habit of always holding down X when you're skating around. To do these, just go at a lip (without holding X, didn't you hear us the first time!) and push a direction and Triangle. Voila!

New Faces, Old Names

Steve Caballero

Steve Caballero rose to the top of the Vert rankings as a founding member of the Bones Brigade during the '70s and '80s. Cab conquered a 44-stair rail last year with a boardslide. He's been skating forever.

Eric Koston

Eric Koston makes switch and nollie skating look easy. A skateboarding chameleon, he can mimic other riders' styles and tricks with amusing clarity. The eponymous K-grind bears the imprint of his innovative legacy.

Rodney Mullen

A freestyle world champion 35 times over, Rodney brought his mind-boggling board-flipping skills to the street skating scene in 1990. The kickflip, underflip, impossible, casper and darkslide are just a few of the patents on his résumé.

Mad Phat Ollie Air

Before start skating around, you'll need to learn how to do the Boneless (formerly the Fastplant). It's a must for racking up some sweet points by doing it before you start tricking out and doing mad multipliers. To accomplish it, tap Up twice while holding down X—once you let go, you'll get more height than you would from a simple ollie, plus it'll start a combo string. Some quick advice: If you know you're going to do a Boneless, don't try timing it by holding X, tapping Up twice, and then releasing X. Instead, hold X and keep tapping Up until you're ready to do the move. You can tap two times or two hundred times—just release X when you're ready to go.

Switch It Up

Tapping R2 while skating around will move your feet to Switch position (Tap R2 again to go back to normal). Most skaters won't be as good in Switch unless you've focused your energies on it when building up your skater's repertoire. Switch skating will help you rack up bigger points, but keep in mind that this position will really mess up your efforts when you're trying to score big air.

Perfectly Sloppy

Landing a big air trick is good, but doing it just right better. If you nail a "perfect" landing, the score will increase by 25 percent; if you blow it and land "sloppy," on the other hand, you'll take a negative 10 percent hit.

Un-kept Secrets

Everything you see should be accessible in THPS2. Where there's a will, there's a way, and where there's a way there's $20 bills floating around for you to pick up. Secret areas can be anywhere, but don't think doing a trick around a gate necessarily opens it. Grind everything. Ollie over everything. Basically, do everything to everything to find out what works and what doesn't.

Wheelies!

If you want big points, get acquainted with the sweetest addition to the new game. There are two different kinds of Manuals: the Nose Manual and the everyday watch-three-hours-of-television-and-have-two-pork-chops-for-dinner kind of Manual. The Nose Manual can be done by pressing Down then Up while in the air. Usually there's not much time to do it, so be quick. The standard Manual is done by pressing (you guessed it) Up then Down. Here's a bit of trick advice: Lean backwards when you're doing a Nose Manual so you can squeeze every itty-bitty point out of the move. Leaning back let's you land on the wheels of your board so you don't wipe out. Simple stuff. The opposite is true for the standard Manual. Just start leaning forward and you'll save yourself a headache.

Me Fell Down

When you've fallen hard, get up...and fast. Unlike its predecessor, THPS 2 offers a feature where you can hammer the bejesus out of the X button once you've fallen so your baggy-pant wearing boarder will get up even faster! Yippee!

Dropping In

If you're dropping off a ledge (a little move those in the business call a "Leap of Faith") or if you've just got a long, hard drop in front of you, you'll have to think about landing. Tap X right when the board hits to sustain your balance. Obviously, the higher your landing rating, the easier it is to land.

Driving Up a Wall

If you notice a place that seems completely inaccessible, just go up the wall to get there. It may sound crazy, but we're talking Tony Hawk's Pro Skater 2 here—of course the sequel is going to make you be creative to attain your goals! To pull off the Wall Ride, take a flat approach to the wall (we recommend taking anything less than a 30-degree angle), then do an ollie or Boneless (this must be carefully timed), then hold down X. This should get you fairly high up the wall. If you hit X again while in the Wall Ride, you'll end up doing a Wallie, which will let you go up even higher. Being able to Wallie is a big key to the game, so keep it in mind at all times.

International GAMER

how to be an IMPORT JUNKIE

PART 1

The HOW and the WHYS

Although it is small margin of the total gaming audience, there is an established group of gamers who buy import games. Why do they do so? Hopefully, this article will introduce you to an entirely new reservoir of games. Overseas, you'll find a plethora of new games and systems that most of have never seen. The purpose of this guide is to give you an idea of what import gaming is all about and what you need to do to get involved. Our editors also give their personal thoughts:

Andy: I've imported more than my fair share of games. Sometimes it's a great way to get them early. What I really love is when the import copy is different somehow. It makes for a great conversation piece.

Phil: When I import, it's generally for games that aren't likely to be released in the US. Sometimes, there are games that I must have but never would get unless I imported them.

Kenneth: My experiences with importing revealed the worth of systems that were poorly received over here, like the Saturn and Turbo Duo. Without importing, I would have missed out on a lot.

Your Reader Feedback Is a Must!

Would you like to see more articles detailing the international gaming scene? Would you like to see strategies on the latest games from the Land of the Rising Sun? Would you like to know the gaming side of anime? No matter your opinion, we want to know what you think. This section lies in your hands. Kill it or keep it? Write us at:

XG@ziffdavis.com

Why Scope the International Scene?

A Larger Gaming World

Why limit yourself to the games that are only available in the US when there are literally hundreds more out there? Although there are lots of foreign games that eventually make their way to the States, there are many more that never leave the overseas markets.

Culture Shock

Decisions about the games we play are made every day and for way too many reasons to explain in this article. The simple fact is that there are a lot of wonderful games that will never be released here. Perhaps it's because gaming tastes vary from culture to culture. For example, dating simulations were all the rage a few years back in Japan, and now the music genre is just starting to come alive here, with games like Parappa and Space Channel 5.

Unedited Materials

Games sometimes change before they are brought out over here. The changes may be small, such as an adjustment in graphics (removing blood, for example), or they can be quite dramatic (the entire plot may be reworked if it sounds particularly anti-American). Anything that might be questionable in our society can be cut.

No Point of Reference

Several games are based on anime shows, mangas or movies, but only a handful are ever released in America. Sadly, many American gamers never realize the heritage of these games or the stories that inspired them. So far, we've been fortunate with the likes of Dragon Ball, Ranma 1/2 and Gundam, but there's a lot more out there that we haven't seen.

So What Are We Saying?

To be an expert gamer, try to expand your gaming knowledge. Knowing the international scene will give you a better appreciation of gaming as a whole.

IMPORTING MYTHS

Is It Illegal?
Lots of gamers buy import games each year, and some retailers like Electronics Boutique and Babbage's have carried them. So far, no one's been put behind bars.

Is It Expensive?
Depending on how soon you want a game after its release will strongly influence its price. It's the whole supply and demand thing.

Will It Kill My System?
If you know what you are doing, the hazards are non-existent. In the case of system modification, like chipping, be sure to go to a reputable store. There are reported cases of bad chipping, so do your research first.

Will It Grow Hair on My Palms?
This is yet another silly old wive's tale, and should be ignored.

Sharpen your Gaming Knowledge and Skills

System Facts

- The NES was called the Famicom (Family Computer) in Japan and had many peripherals that never came out in America. Its shape was also very much different from the system we saw.
- The SNES was called the Super Famicom in Japan. It too was shaped differently, and the controller's buttons where color-coded rather than the horrible purple we ended up with.
- The N64 retained its unfortunate monicker in all parts of the world.
- The Genesis was called the Mega Drive in Japan.
- The TurboGrafx-16 was called the PC Engine. Not only was it the most popular system in Japan for a long time, but it also came in a variety of shapes and sizes—none of which ever ended up here (except for the Duo).

Gaming Game Facts

- In Japan, Mega Man is called Rockman. Many of the other main characters have different, music-based names as well. For instance, Protoman is named Blues.
- Many of the Capcom fighting game characters have different names. Most famous is the Balrog-M. Bison switch. Calling the boxer M. Bison was too close to real-life boxer Mike Tyson.
- Sonic the Hedgehog's main adversary Dr. Robotnik was named Dr. Eggman. It wasn't until Sonic Adventure that we finally started hearing his original name.
- The PocketStation peripheral was released in Japan and only saw the light of day here. However, you can use it with the American Final Fantasy VIII and some rare items.
- The American version of Pokémon Red is identical to the Japanese version, but our Pokémon Blue was originally released in Japan as Pokémon Green (their Blue version was a limited edition).
- Very few readers actually read the last paragraph of any large article. Yes, it's true. If you made it this far, you must be persistent!

The Famous Blue Bomber, Mega Man is known as Rockman in Japan. His is just one of many name changes you'll find.

Hi, My Name Is...
Vega.
No, really!

WARNING! The staff of *Expert Gamer* is in no way responsible for any damage that you may incur to your system, games, self or reputation. This article is not endorsed by any company. Use at your own risk.

How to Play Import Games on Your System

Getting Around Gaming Barriers

Most systems will not allow you to automatically play Japanese games on your system. In the case of cartridges, the casing of the system is changed or the pin connectors are rearranged. With CD-based systems, a lock-out is often built into the actual hardware. Don't fret, we're here to show you the way to play the import games in the easiest way possible.

DREAMCAST

Sharking the Sega

The key to playing import games on your Dreamcast is to buy a GameShark CDX. This device lets you play any import game—you just load the GameShark and just follow the on-screen directions. Although the Dreamcast can be chipped, why would you bother going through the effort? With loads of hot games overseas, this system has a lot of potential import action.

To tell the Dreamcasts apart, look at the logo. The American logo is filled in, the Japanese is clear and the European is blue.

Nintendo 64 & Super NES

Neutering Nintendo

The cartridges for the Japanese SNES and N64 have small grooves that prevent use on US systems. You can get around this problem by either extending the cart with a GameShark (or a convertor), or performing a little "surgery" to your system (inside of the Super NES cartridge slot are two small tabs that you can break off; On the N64, there are two small squares in the corners that you have to burn off).

All systems have two small wedges of plastic keeping you from using import games. Burn them off or get a convertor.

The cartridges of the Super Famicom and Super NES are shaped differently, making some titles incompatible with others.

PLAYSTATION

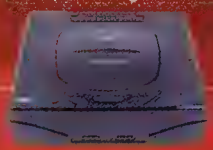
Beating Sony at Its Own Game

The first-generation PlayStations allow you to play import games via the "swap trick." If you bought your PlayStation within the first month or two of the system's release, you can do this. Here's how: Enter the CD Player screen of the menu. Insert an American PlayStation game into the machine and push down the little button on the back right section of the machine (find a way to keep it down). When the disc stops spinning, place your Japanese game into the machine and select the "Exit" option. The game should then load normally. Yes, this forces you to keep the disc drive open.

Sony countered this by changing subsequent versions of the PlayStation, causing us to develop what was called the "double swap." This technique was so annoyingly difficult to perform that players everywhere were getting their systems chipped. Check with online retailers (see later on in this article for more information) to see who offers this service, and make sure you go to a reputable chipper, otherwise your PlayStation will die a horrible death.

Sony dealt with the chippers by changing the game's coding. Some games, like Dino Crisis, will not work in a modified PS. To work around this, you can purchase a "stealth chip." If you don't want to go this far, you can play coded games on your modified PS by using a GameShark and checking sites like the Game Software Code Creator's Club (www.cmgsccc.com).

SATURN



Game but Not Forgotten

The Saturn lives on with the vast number of great games that never came out in the States. If you want to play an import Saturn game, all you have to do is acquire a Game Action Replay, which works as a convertor for your Saturn. Overall, it's pretty easy to do than shaving your cartridge, which a lot of neophyte importers did way back in the day.

GENESIS

Genesis or Mega Drive

The best way to play an import Sega game is to buy a cheap Sega convertor. This is a lot easier

NO SPECIAL TRICKS NEEDED

Playing the Easy Way

Not every system has difficulty playing import games. There are several systems out there where you can play them without a problem. The portable gaming consoles are the best examples. If you just want to test the waters, these are the consoles that you'll want to try your hand on. Also, portable systems are less of an investment financially. Right now, though, importing is the only way to get Neo•Geo Pocket games (sigh).

Systems That Are Plug 'n' Play

1. Game Boy
2. Neo•Geo Pocket & Neo•Geo
3. Sega CD
4. 3DO
5. PC Engine CD-based games

GAMING Goodies OVERSEAS

The Gaming Lifestyle Gone Mad

Although we are finally starting to see a few game-inspired toys and soundtracks, what we've got in the US is nothing compared with what's available to Japanese gamers. Here, we're lucky if a game has a promo for pre-buying a game. In Japan, they have a much more to offer. Here is a small taste of what you can find:

Many games, like the Final Fantasy series, have CD soundtracks.

Game Music on CD

Although it's quite common for Japanese gamers to enjoy their favorite game music on CD, US gamers don't have the same luxury. In Japan, many of the more popular games have soundtracks with arranged or orchestrated music. Some of the better soundtracks that you can find include most Final Fantasy CDs (especially Celtic Moon), the Castlevania collections and anything by Yuzo Koshiro (Streets of Rage, Actraiser, etc...). Most places that sell import games will sell these CDs. You may also find them at anime conventions and specialty comic book shops.

Courtesy of Mark MacDonald

How much would you pay for this plush Final Fantasy Cactuar doll?

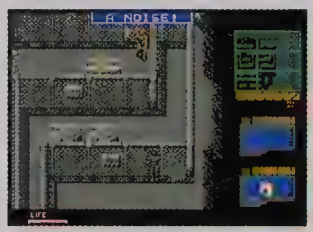
He with the Most Toys Wins!

Sure, we got lucky with the Street Fighter and Metal Gear toys, but Japan is where the hardcore gamers go to get the ultimate gaming collectables. Everything from DragonQuest slimes to plush Cactuars can be attained overseas. How would you like to be able to buy a fully posable (and detailed) Mega Man figure? What about pre-order premiums such as Final Fantasy IX's Vivi (the black mage) doll? The Japanese toy scene is a gold mine of collectors' items.

EMULATORS ONLINE

Almost Like the Real Thing
If you search for them, you'll be able to find online emulators for all sorts of different games. Despite their dubious legality, online emulators are giving many gamers the chance of playing games that have never been (and never will be) released in the US. Translated versions of these games are appearing more commonly; oftentimes, it's only a matter of hacking into the game and switching out the Japanese text fonts for their English equivalents. If you just want to sample what the international scene has to offer, emulators provide an easy way to begin.

For More Information
Learn more about emulators in the October 2000 edition of our sister magazine, *Electronic Gaming Monthly.*



Metal Gear 2 (for MSX) never came out in the US. It's worth emulating.

GAMING MAGS OVERSEAS

Weekly Gaming News
The editors of *Famitsu* bring out a new issue every single week. Although it's in Japanese, this has to be our favorite magazine for finding out news and reviews on all the latest games. American gamers can usually find one at their local import gaming retailer.

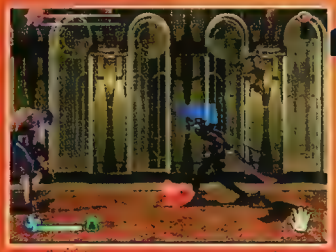
Published weekly, Famitsu is loaded with the latest gaming news.

The Anime Scene

Anime Invasion
Thanks to the popularity of anime these days, it's hard to think of Japan without thinking of the vast amounts of animated shows. Since anime is such a big part of Japanese culture, it should come to no surprise that there is a plethora of anime-based games over in Japan. Unfortunately, only a fraction of them are released in the US, so that's where importing comes in. If you want to pilot a Macross Veritech Fighter or master the Kamehameha as Goku, importing a Japanese game is the way to go.

Ye Olde Anime Games
Even back on the Famicom, there were games based on Macross, Urusei Yatsura, Akira, Dragon Ball, Maison Ikkoku and many others. As new systems came out, the graphics of these games became more impressive. Suddenly, those little pixilated characters looked a lot more like Goku and friends. Then, once CD technology became available, the game makers were able to include theme songs and animated cinemas from the shows. Using the voice actors for their respective shows, Ranma and Urusei Yatsura became great graphic adventure games for the PC Engine (TurboGrafx-16).

The Games of Today
Even today, anime games are plentiful in Japan. The atomic cat, Doraemon, has had plenty of games in the past, but not too long ago, he made his N64 debut with a Super Mario 64 clone. Rumiko Takahashi's popular Ranma 1/2 characters have climbed into the 3D fighting game ring with Battle Renaissance for the PlayStation.

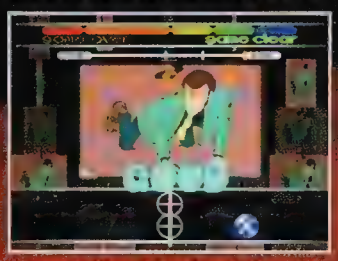


Vampire Hunter D is coming out soon in the States.

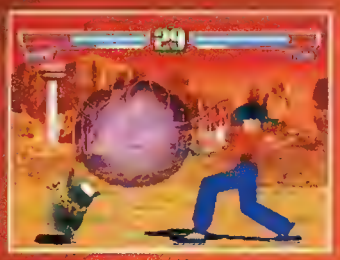
Perhaps the most popular series of anime games, though, is Dragon Ball. There are enough Dragon Ball fighting games out there to satisfy even the most hardcore of fans. On a more offbeat note, the popular character Lupin (star of Castle of Cagliostro) stars in a series of music games for the PlayStation called Punch the Monkey! (named in honor of Lupin's creator, who goes by the pseudonym, Monkey Punch).

The US Misses Out
Despite the increasing popularity of anime in the US, it's still not big enough for companies to bring out most of the anime-inspired games. Sure, we've gotten a few, such as Ghost in the Shell for PlayStation and Magic Knight Rayearth for Saturn, but there are dozens more that have never made it to this part of the world.

A Ray of Hope
Luckily, we have our imports to keep us satisfied. Just a few words of warning, though. Quite often, importers will charge a bit more for anime games based solely on the popularity of the name (i.e. anything Dragon Ball). Also, and this is a sad fact, a disturbingly high percentage of anime games just aren't very good. Like movie-licensed games, they're often rushed though production and tossed onto the shelves quickly to take advantage of current popularity. Still, anime games are your best bet if you want to smash things at the helm of a giant robot.



Punch the Monkey! (Lupin)



Ranma 1/2: Battle Renaissance

Ranma 1/2: Super Battle

ANIME GAMES IN AMERICA

In Case You're Interested
A few anime-based games actually came out in America. It may take some scouting around to find them, but they're out there if you look hard enough.

1. Gundam: Side Story (DC)
2. Ranma 1/2: Hard Battle (SNES)
3. Sword of the Berserk (DC)
4. Dragon Ball GT (PS)
5. Golgo 13 (NES)
6. Magic Knight Rayearth (Sat)
7. UN Squadron (Area 88) (SNES)
8. Vampire Hunter D (PS)
9. Speed Racer (SNES,Genesis,PS)
10. Ghost in the Shell (PS)

The Lost Systems

For Better or for Worse
We don't always get to see every system that comes out in Japan, usually because of there is a lack of States-side support. Still, if you're a hardcore gamer, you'll probably want to nab one of these gaming oddities.

Super Grafx
This suped-up PC Engine only had a handful of excellent games before its eventual demise.

"I'll pay anything for that machine!"
– the plaintive cry of a frothing gamer

N64 DD Drive: This thing actually came out in Japan, but don't try to import one. You'll need an address in Japan in order to even buy it!

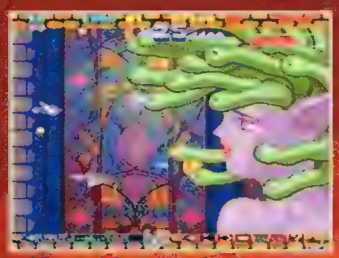
Game Boy Pokémon Edition
While we were pleased to see the American Pokémon Edition for the Game Boy, we were surprised to see that both countries feature different artwork!

Top Picks from Japan

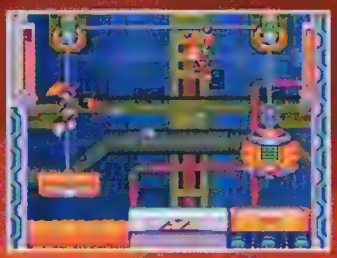
A Crying Shame
There's no reason why American gamers should have to miss out on these games. Here is a list of titles that the *Expert Gamer* staff has imported the most (except for Godzilla, that's Andy's gig). Most of these games do not require you to know Japanese. If you're looking to test the waters, so to speak, you can't go wrong with the titles on this list.

XG's Top 10 Most Importable Games

Game	Company	System	Genre
1. Parodius series	Konami	PS/SF	Shooter
2. Bemani series	Konami	PS/DC	Music
3. Rockman & Forte	Capcom	SF	Action
4. Tokimeki Memorial games	Konami	PS/Sat.	Dating Sim/Puzzle
5. Vib Ribbon	SCEI	PS	Music
6. Mario's Super Picross	Nintendo	SF	Puzzle
7. Cosmo Gang: The Video	Namco	SF	Shooter
8. Radiant Silvergun	ESP	Saturn	Shooter
9. Sakura Taisen	Sega	Saturn	Dating Sim/RPG
10. Godzilla Generations	Sega	DC	Action



Sexy Parodius



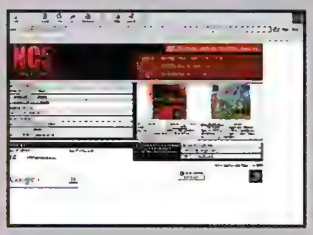
Rockman & Forte

TokiMemo Taisen Puzzle

WHERE TO SHOP AROUND

It's Not Hard at All
If finding an import retailer near where you live is going to be problem, go onto the internet. The three sites listed below are the best (that we've found) for purchasing a wide selection of import games. Of course, you can always try your luck on eBay.

www.tronixweb.com/



www.ncsx.com/

www.express.com/

Difference Between Versions:
Some games will undergo a mystical transformation when they come to the United States. They might be edited due to content unsuitable for younger players, or may not be politically correct in some way.

Here is a small list of some of our favorite changes. Many of these changes distort the tone of the game. Others are merely graphical switches that were foolishly made to avoid offending anyone. Is is justifiable or just plain stupid?

If you would like to see more of these quirky changes, write in and tell us what you think. We listen to our readers!

US Game Name	System
Resident Evil: Director's Cut	**PlayStation**
Strangely enough, the supposedly uncut intro movie is cut.	
Final Fantasy II	**Super NES**
The easier of two versions came out here. Our release had the adult humor, several spells, and nudity removed.	
Street Combat	**Super NES**
Originally Ranma 1/2 in Japan, we got a stripped down version where the anime characters were replaced with no-names.	
Final Fight	**Super NES/ Sega CD**
The female fighters from the arcade were dropped in favor of effeminate gang members. All signs of booze and God references disappeared.	
Streets of Rage 3	**Genesis**
Entitled Bare Knuckle 3 in Japan, this game sported an implied homosexual stereotype that just had to be removed from the US version.	
Super Castlevania IV	**Super NES**
Say goodbye to any sign of crosses. What do you have to fend off vampires then? Also, the intro screen had a small bit of blood dripping.	
Street Fighter II	**Super NES**
The import version of the game sported a self-pleasuring man on Ken's stage. Our version had him keeping his hands away from himself.	
Samurai Shodown	**Neo•Geo**
When placed in a Japanese Neo•Geo, the game had blood. In an American system, the blood turned milky white to avoid offending players.	
Tekken 3	**PlayStation**
The character Anna has a much more arousing ending. In it, Nina tears off Anna's bikini top, forcing her to cover her breasts.	

Official Contest and Sweepstakes Rules

Trick of the Month:
1. No Purchase Necessary: To enter, send a letter or standard size postcard with your best trick codes for any video game to "Tricks of the Trade" P.O. Box 3338, Oak Brook, IL 60522-3338, or e-mail us at: tricks@ziff-davis.com. Be sure to include your name, address, and phone number. No purchase or payment of any money is necessary to enter. One entry per household. Entries must be received by October 20, 2000. All entries become exclusive property of Sponsors and will not be acknowledged or returned. Sponsors assume no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per issue. Winning entries may be printed in *Expert Gamer* and/or *EGM*, however, only one prize shall be awarded.
2. Prizes: First Prize winners will have their name and trick displayed in the magazine and will receive a video game cartridge selected by Sponsor. First Prize has an approximate retail value of $60.00. The best trick submitted by the First Prize winners will be declared the Grand Prize Winner. One Grand Prize winner will receive (in addition to the First Prize awards) one (1) GameShark. Grand Prize has an approximate retail value of $109.95. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Uniqueness (25%); (ii) Novelty (25%); (iii) Accuracy (25%); and (iv) Originality (25%). Judging to be held on or about November 1, 2000. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prizes become unavailable.
3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.
4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within five days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Ziff Davis Media Inc., InterAct Accessories and their respective affiliates are not eligible. Neither Ziff Davis Media Inc., InterAct Accessories nor their respective affiliates, subsidiaries, divisions or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., InterAct Accessories and their agents, representatives, and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prizes.
5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "Tricks of the Trade Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Requests for winners lists must be received by the 15th day of next month following the on-sale date of the publication. Allow four weeks for delivery of winners list.
6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.
7. Sponsors: This contest is sponsored by Ziff Davis Media Inc. and InterAct Accessories, Inc. ©2000 Ziff Davis Media Inc. All Rights Reserved. Printed in USA.

Letter of the Month:
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2. Prizes: One Grand Prize winner will receive one of the following prizes at Sponsors' sole option: One (1) Quantum FighterPad for the Dreamcast; One (1) Shark Pad Pro for the N64; or One (1) Program Pad for the PlayStation. Grand prize has an approximate retail value of $29.99 U.S. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. Entries shall be judged on the following criteria: (i) Originality (50%); and (ii) Topic (50%). Judging to be held on or about the 15th day of each month. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Sponsors should the featured prize become unavailable. The odds of winning will be determined by number of valid entries received. Void where prohibited or restricted by law. All federal, state and local regulations apply. FOR AN OFFICIAL COPY OF THE RULES, SEND A SELF-ADDRESSED STAMPED ENVELOPE TO: "LETTER OF THE MONTH CONTEST RULES," P.O. Box 3338, Oak Brook, IL 60522-3338.
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Game Over:
1. No Purchase Necessary: To enter, identify the game from the screen shot provided and mail your answer on a standard-sized postcard containing your name, address and phone number to "Game Over Sweepstakes: Issue #76" P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced copies will not be accepted. Entries must be received by October 20, 2000 All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries.
2. Prizes: Three Grand Prizes: Grand Prize winners will receive one (1) Expert Gamer T-shirt (approx. retail value $20). Winners will be determined by a random drawing from all valid entries containing the correct answers by Ziff Davis Media Inc. whose decisions are final. Drawing to be held on or about November 1, 2000. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable.
3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received.
4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 30 days of receipt or forfeit prize. Neither Ziff Davis Media Inc. nor their respective affiliates, subsidiaries, divisions, or related companies are responsible for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. Winners accepting prizes agree that all prizes are awarded on the condition that Ziff Davis Media Inc., its representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession, or use of the prize(s). Winner further acknowledges that Ziff Davis Media Inc. has neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to its quality, condition or fitness.
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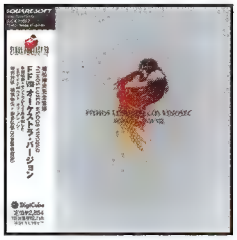

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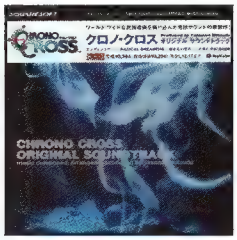

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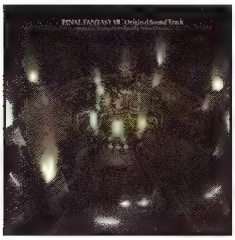

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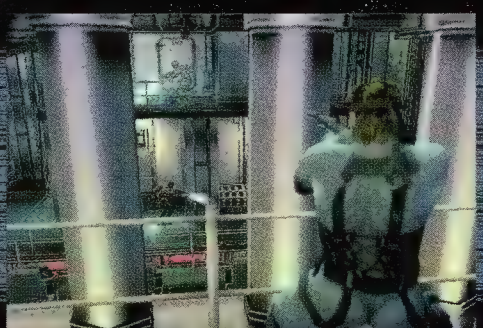
Look for the November OPM on sale October 10

OFFICIAL U.S. PlayStation MAGAZINE

Your PS2 Resource

Thinking of buying a PS2 on October 26? Make sure you check out the *Official U.S. PlayStation Magazine* first for previews, reviews, news and the latest info on hot games like these...



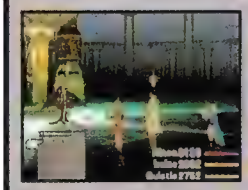
The Only Magazine With a PlayStation Demo Disc

Game Over

OCTOBER 2000

The Final Bosses

The final battle presents you with four forms to defeat. Cower before the might of these terrible bosses! It will take some skill to beat them.



Ultimecia: Part One

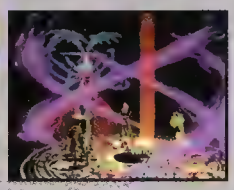
This first form's a total pushover. Let her kill off your weak characters so you can have the best.

Griever

Ultimecia has the Guardian Force version of Squall's pendant. Use Aura and Limit Breaks!

Ultimecia: Part Two

Ultimecia junctions herself to Griever as a last resort. As before, Limit Breaks are the key.



Ultimecia: Final Form

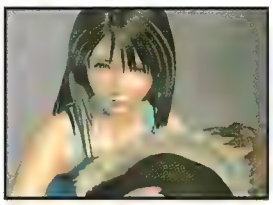
This is it! Watch out for Hells Judgment, which will reduce everyone's HP to 1.

FINAL FANTASY® VIII

The Final Confrontation: First of all, you'll have to accept the fact that you won't be able to make it through this battle without losing anyone. Make the best out of the situation by equipping your three favorite characters with all of the party's Guardian Forces—these are the characters that have to live through the fight (Squall, Zel and Rinoa work great because of their damaging Limit Breaks). Three randomly selected characters will start the battle. Chances are that you won't get the three that you want, but don't worry. Just let Ultimecia kill off the weak characters. Now's when the battle really starts. Cast Aura on everyone and attack away, using Limit Breaks as often as possible and healing when necessary. Ultimecia's final form can cast Hell's Judgement, which takes away all but one of your HP, so it's a good idea to equip Leviathan's Recover ability on your weakest character (this restores more HP than even a Curaga).

The Finale

Squall is lost in a time-compressed world.



Rinoa finally finds Squall, but is he OK?

Seifer, Rajin and Fujin watch from Balamb.

Laguna and Raine, a married couple!

Candid shots of everyone during the credits.

Rinoa stands outside during the party...

and more...?

Squall is gone, and he can finally admit his true feelings for Rinoa. The couple embraces as the sun/moon [illegible]. There is nothing to keep them apart anymore.

GUESS THE GAME ENDING AND WIN!

Have we made the last couple contests too hard? You've got us wondering if you're expert gamers or, well...you've just got us wondering, OK? Give this next one a try—it's not too bad! Guess the game at the right—and win one of three *Expert Gamer* T-shirts! Make sure we have your entries no later than October 20, 2000! Send entries to Game Over #76 c/o *Expert Gamer*, P.O. Box 3338, Oak Brook, IL 60522-3338.

CLUE: One word—Jaguar! If you can't get this one, you're so unhip, your pants should fall!

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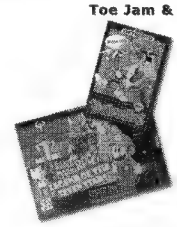
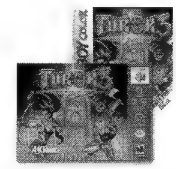


Mario RPG

Ultima Black Gate



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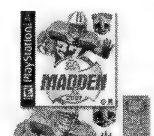

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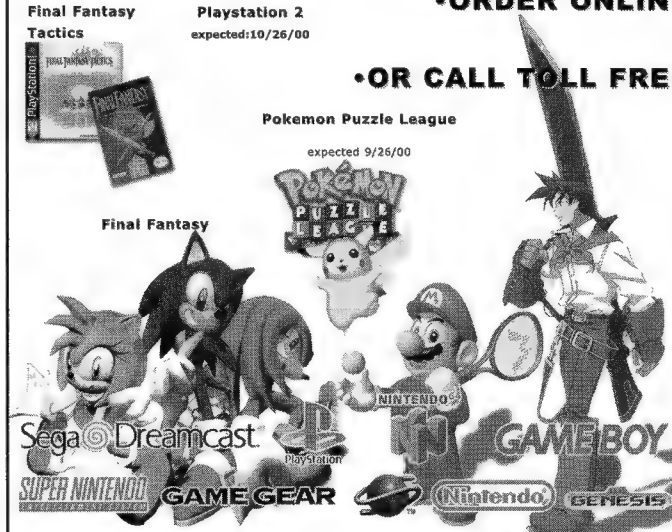

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Next Month

NOVEMBER 2000

** All editorial content is subject to change*

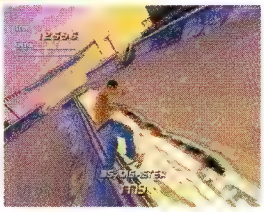
EXPERT GAMER™

November 2000 — **On sale October 17**

Sony's über-machine is almost here and *XG* pays homage with an early introduction into PlayStation 2 strategies. We'll give you all the secrets, hints and gaming voodoo possible on two must-have launch titles: Tekken Tag Tournament and Ridge Racer V. Moving right along, we'll don our jockstraps and hit the turf for some serious football. We're talking Madden (PS2), and we're talking NFL2k1 (DC). Finally, we'll get up in your mug with some serious Tony Hawk 2 strategy. If you don't wanna bail, stick with *XG*!

Feature Story

EA comes on strong with its inspired Madden for the PS2. This game goes way beyond expectations to deliver the hottest gameplay. We'll give you the complete blow-out to improve your game.



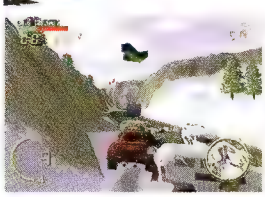
Tired of skinned knees and twisted ankles? Our Tony Hawk 2 guide will give you the techniques.

Feature Story

ELECTRONIC GAMING MONTHLY™

On sale October 3 — **November 2000**

The PlayStation lives on with Square's Final Fantasy IX. Does this game live up the expectations of RPG lovers?



Will Smuggler's Run be one of the five must-own launch games? EGM will give you the total heads-up on PS2!

Brace yourself. Sony's PlayStation 2 is nearly here and next month *EGM* is gonna tell you everything you need to know about this jet-black monster machine in a massive 30-page feature, we'll show you which five launch games you'll want from day one and we'll pick the 15 must-own DVD movies. We'll highlight all the gear you need to get the most from your system, and we'll find out from Sony just how they plan to make the PS2 the most important thing in your living room. Expect all the latest news and previews as well.

Official U.S. PlayStation Magazine™

November 2000 — **On sale October 12**

This month of *OPM* will celebrate the launch of Sony's latest and greatest machine: the PlayStation 2! We'll take a look at the PS2's capabilities, the launch titles and the future of this mega-machine. Expect a full complement of DVD-related news, as well as a look at the actual system launch. If you're one of the many rabid gamers who cannot get enough news on this system, then you'll certainly want to check this issue out. If that isn't enough to get your engine running, check out the demo disc. It's got running video of Metal Gear Solid: Sons of Liberty and Final Fantasy IX!

Feature Story

PS2

ANOTHER HUGE DEMO DISC!

PLAYABLES

- Spyro: The Year of the Dragon
- The Ultimate Fighting Championship
- Incredible Crisis
- Jarrett LaBonte
- Crash Bash

NON-PLAYABLES

- MGS: Sons of Liberty
- Final Fantasy IX
- Driver 2
- Star Wars Demolition
- Cool Boarders 2001

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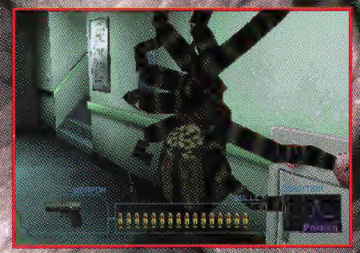
This October 26th, InterAct's gonna start flowing some killer product to anyone with enough points. How do you earn points? Simple. You can sacrifice friends, family, and social life to the bike and board, risk life and limb, master the 540 tailwhip, qualify for the X-Games and eventually take home 47 gold medals. Or you can buy InterAct, Performance and GameShark brand accessories. Whatever works for you, we're easy. But you should know the more points you have, the greater your chance of winning trips, gear and videogame stuff. You're not gonna get an opportunity like this again so you'd better play like the obsessed or die like the rest.

Get the scoop at GoBigWinBig.com.

In Your Face Terror



Now experience terror in first person perspective.
Introducing Resident Evil Survivor.

MATURE M — Animated Violence, Animated Blood and Gore — CONTENT RATED BY ESRB

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